14
XIAOYU
Opening Moves!
Arcade
Arcade
Saturn
PlayStation
Matt Hall

Come Get Some!
DUKE NUKEM 3D
Saturn

TEKKEN 3

Score with
SHOOT OUT '97
PlayStation

Darkstalkers: Jedah's Damnation

GAMEPRO

issue 104

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • Arcade • PC • Online

EXCLUSIVE!

THE LOST WORLD
JURASSIC PARK™

PLAYSTATION • SATURN • COIN-OP

OVER 60 GAMES!

- Blast Corps • Herc's Adventures • Star Fox 64
- Mortal Kombat 4 • MechWarrior 2
- WCW vs The World • Hexen 64

STRATEGY GUIDES:

- Doom 64
- Soul Blade

For PC Freaks:

- Hexen II
- Ecstatica II

FINAL FANTASY VII
World's Best RPG?

An IDG Communications Publication

May 1997
$4.99 Canada $6.50

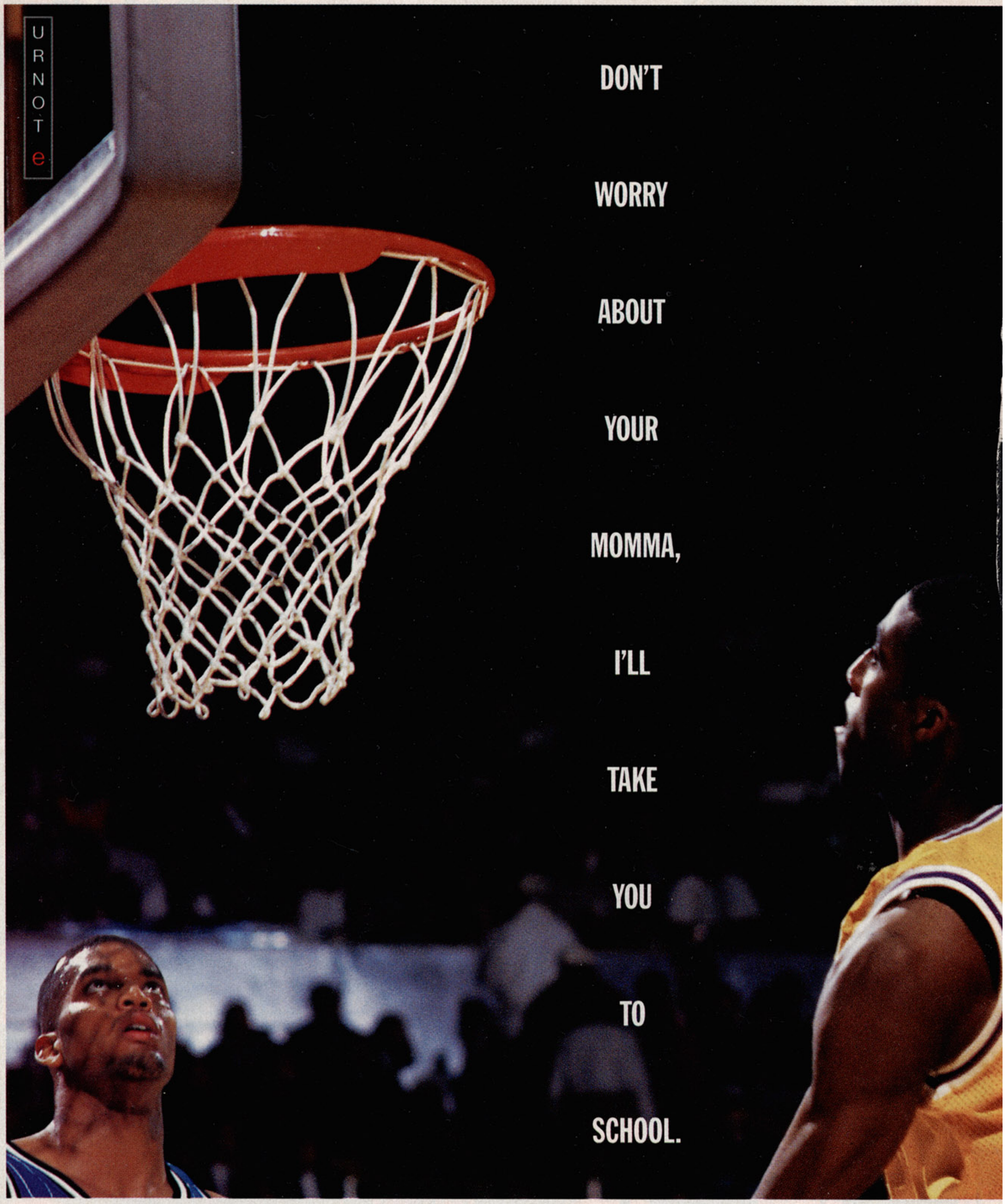
www.gamepro.com
America Online
Keyword: GamePro

NINTENDO 64
CHANGE THE SYSTEM
Life, liberty and the pursuit of a

Introducing Blast Corps. Only for the Nintendo 64 system.
Armageddon is heading your way. Good thing you have the right to bear arms.

BLAST CORPS™
nuclear-armed 18-wheeler.
$8237375
$57470901
$604375
$54000
0/11
33/85
01:01.1
$7914375
RAREWARE
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

© 1997 Nintendo/Rare. Game by Rare.
TM, ® and the "N" logo are trademarks of Nintendo of America Inc.
© 1997 Nintendo of America Inc. www.nintendo.com

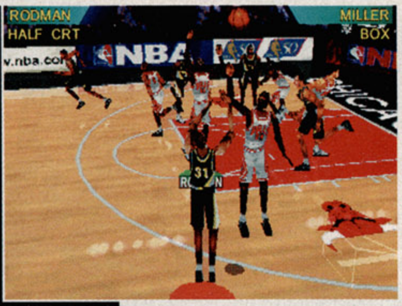

U R NOT e
DON'T
WORRY
ABOUT
YOUR
MOMMA,
I'LL
TAKE
YOU
TO
SCHOOL.

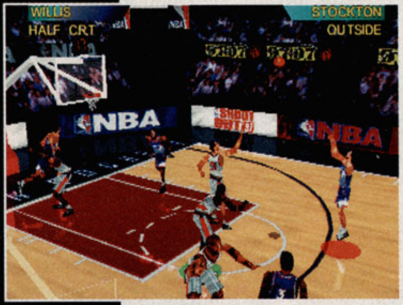
PlayStation

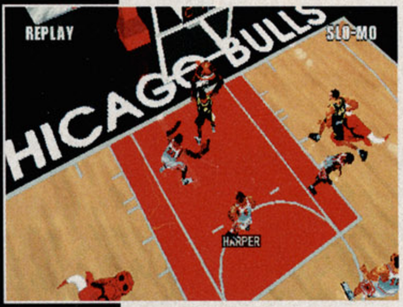
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

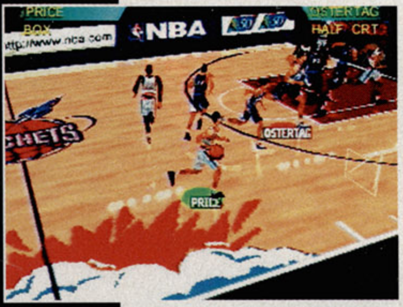
OFFICIAL NBA LICENSED PRODUCT

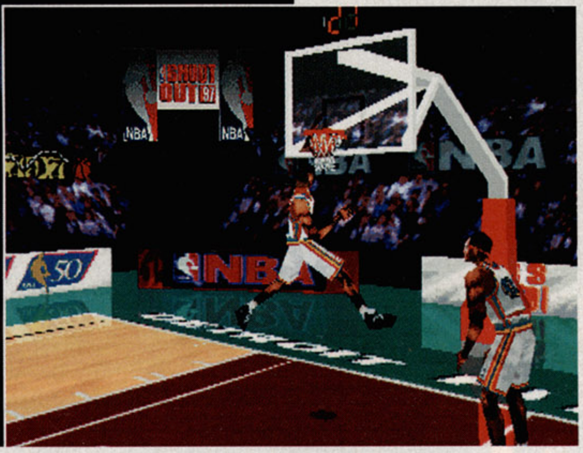
For game hints call 1-900-933-SONY(7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. U R NOT E® is a registered trademark


RODMAN
HALF CRT
MILLER
BOX
NBA


WILLIS
HALF CRT
STOCKTON
OUTSIDE
NBA

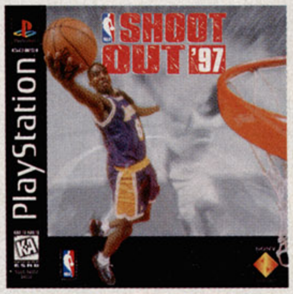

REPLAY
SLO-MO
CHICAGO BULLS
HARPER


PRICE
BOX
OSTERTAG
HALF CRT
NBA
OSTERTAG
PRICE


SHOOT OUT '97
NBA

Camaraderie. Brotherhood. Sportsmanship. That's what NBA Shoot Out '97 is all about. Oh, victory has its spoils, but they're not as rewarding as the shared fellowship one feels after capping off a drive to the hole with a towering Tomahawk Jam. Particularly when you're jammin' on Ewing, Malone or Olajuwon. And now, with revolutionary Icon Passing,™ you can execute pinpoint passes that would make Payton, Kidd or Hardaway jealous. Plus, new motion capture will make all your moves appear much, much smoother. And faster. So if you're going to demonstrate the pump fake, fade-away jumper or the flying windmill, you'll want to perform them over and over again so students of your game don't miss any fine points.

NBA Shoot Out '97. Don't let it mess with your head.


PlayStation
SHOOT OUT '97

ONLY ON PLAYSTATION

and Icon Passing is a trademark of Sony Computer Entertainment America, Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties, Inc. ©1997 NBA Properties, Inc. All rights reserved. ©1997 Sony Computer Entertainment Europe. **www.sony.com**

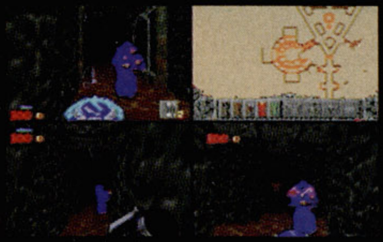
NINTENDO 64
Forget everything your mother said about running with sharp objects

HEXEN™

NOW AVAILABLE FOR NINTENDO 64

SUPPORTS 4 PLAYERS !

(NINTENDO 64 VERSION ONLY)



welcome, nintendo 64 users, to the decaying world of hexen. as a mage, a cleric, or warrior, you and three friends have the ability to go head-to-head in a split screen deathmatch. you have a wicked arsenal of medieval weaponry. you have superhuman powers. you have no idea what you'll be getting yourself into. hexen. beyond evil. beyond hope. beyond any 3-d game ever created.

ALSO AVAILABLE FOR

MACINTOSH and Windows®95

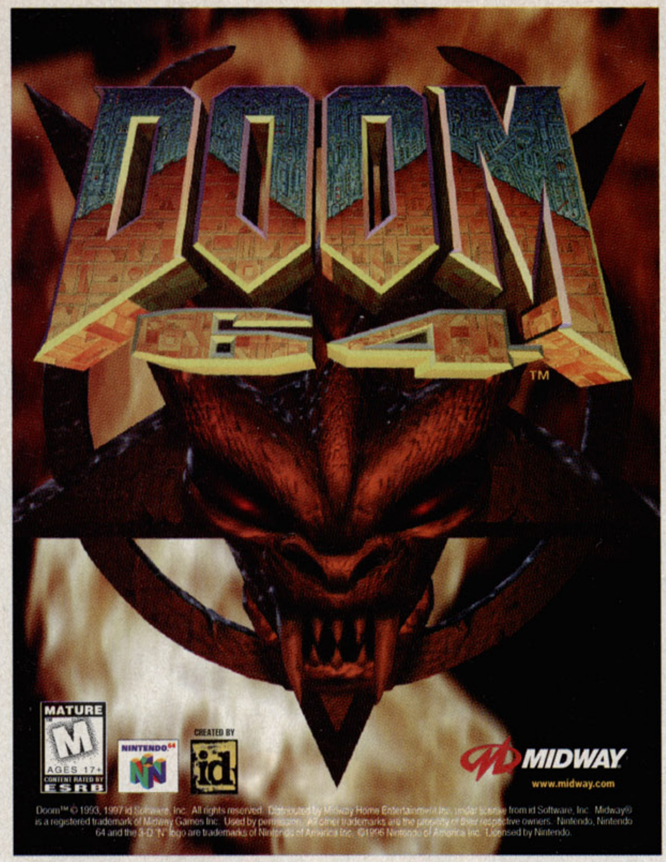
MATURE
AGES 17+

Distributed by
GT Interactive Software
16 EAST 40TH ST. NEW YORK, NY 10016

www.gtinteractive.com

www.idsoftware.com

HEXEN™ © 1995, 1997 Raven Software, Inc. All Rights Reserved. Published by Id Software, Inc. Distributed by GT Interactive Software Corp. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Nintendo, The Official Seal, Nintendo 64 and the 3-D "N" Logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. All other trademarks are the property of their respective companies.


DOOM 64™
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
NINTENDO 64
CREATED BY
id
MIDWAY
www.midway.com
Doom™ © 1993, 1997 id Software, Inc. All rights reserved. Distributed by Midway Home Entertainment Inc. under license from id Software, Inc. Midway® is a registered trademark of Midway Games Inc. Used by permission. All other trademarks are the property of their respective owners. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo.

GamePro and IDG: Who We Are

GamePro is a publication of International Data Group, the world's leading information technology media, research and exposition company. International Data Group publishes over 275 computer publications in over 75 countries. Sixty million people read one or more International Data Group publications each month. International Data Group's publications include: **Antarctica:** Computerworld South Pole; **Argentina:** Annuário de Informática, Computerworld Argentina, PC World Argentina; **Australia:** Australian Macworld, Australian PC World, Australian Reseller News, Computerworld, Computerworld 100 Australia, Digital News Australia, IT Casebook, Network World, Publish, Webmaster; **Austria:** Computerwelt Osterreich, Networks Austria, PC Tip Austria; **Bangladesh:** PC World Bangladesh; **Belarus:** PC World Belarus; **Brazil:** Annuário de Informática, Computerworld, Macworld, Network World Brazil, PC Player, PC World, Publish, Reseller News Brazil, Supergamepower; **Bulgaria:** Computerworld Bulgaria, Macworld Bulgaria, Network World Bulgaria, PC World Bulgaria; **Canada:** CIO Canada, Client/Server World, ComputerWorld Canada, InfoWorld Canada, NetworkWorld Canada, WebWorld; **Chile:** Computerworld Chile, PC World Chile; **Colombia:** Computerworld Colombia, PC World Colombia; **Costa Rica:** PC World Centro America; **The Czech and Slovak Republics:** Computerworld Czechoslovakia, internet 4U Czech, Macworld Czech Republic, PC World Czechoslovakia; **Denmark:** Client Server Denmark, Communications World Danmark, Computerworld Danmark, Macworld Danmark, PC World Danmark, Windows Special Denmark, Techworld Denmark; **Dominican Republic:** PC World Republica Dominicana; **Ecuador:** PC World Ecuador; **Egypt:** Computerworld Middle East, PC World Middle East; **El Salvador:** PC World Centro America; **Finland:** MikroPC, Tietoverkko, Tietoviikko; **France:** Distributique, Hebdo, Info PC, Le Monde Informatique, L M I Magazine, Macworld, Reseaux & Telecoms, VAR & SSII Magazine, WebMaster France; **Germany:** Computer Partner, Computerwoche, Computerwoche Extra, Computerwoche FOCUS, Global Online, Macwelt, PC Welt, PC Welt Special Issue; **Greece:** Amiga Computing, GamePro Greece; **Guatemala:** PC World Centro America; **Honduras:** PC World Centro America; **Hong Kong:** Computerworld Hong Kong, PC World Hong Kong, Publish in Asia; **Hungary:** ABCD CD-ROM, Computerworld Szamitastechnika, INteRNeTTO Hungary, PC World Hungary, PC-X Magazin Hungary; **Iceland:** Tolvuheimur PC World Island; **India:** CW Premier 200 Year Book India, Information Communications World, Information Systems Computerworld, Macworld India, PC World India, Publish in Asia; **Indonesia:** InfoKomputer PC World, Komputek Computerworld, Publish in Asia; **Ireland:** ComputerScope, InfoLive Ireland, PC Live!; **Israel:** Macworld Israel, People & Computers/Computerworld; **Italy:** Computerworld Italia, Macworld Italia, Networking Italia, PC World Italia; **Japan:** DTP World, HP Open World Japan, Macworld Japan, Nikkei Personal Computing, OS/2 World Japan, SunWorld Japan, Windows NT World, Windows World Japan; **Kenya:** PC World East African; **Korea:** Hi-Tech Information, Macworld Korea, PC World Korea; **Latvia:** PC World DatorPasaule Latvia; **Macedonia:** PC World Macedonia; **Malaysia:** Computerworld Malaysia, PC World Malaysia, Publish in Asia; **Malta:** PC World Malta; **Mexico:** Computerworld Mexico, Macworld Mexico, PC World Mexico; **Myanmar:** PC World Myanmar; **Netherlands:** Computer! Totaal, InfoWorld Netherlands, LAN Magazine, LAN World Buyers Guide, Net, Macworld Netherlands, Totaal! Beurskrant Netherlands, WebWereld; **New Zealand:** Absolute Beginners Guide and Plain & Simple Series, Computer Buyer, Computer Industry Directory, Computerworld New Zealand, MTB, Network World, PC World New Zealand; **Nicaragua:** PC World Centro America; **Norway:** CAD/CAM World Norge, Computerworld Norge, CW Rapport, Datamagasinet, Financial Rapport, Kursguide Norge, Macworld Norge, Multimediaworld World Norway, PC World Ekspress Norge, PC World Nettverk, PC World Norge, PC World ProduktGuide Norge; **Pakistan:** Computerworld Pakistan; **Panama:** PC World Panama; **People's Republic of China:** China Computer Users, China Computerworld, China Computerworld Daily, China InfoWorld, China Telecom World Weekly, Computer & Communication, Electronic Design China, Electronics Today, Electronics Weekly, Electronics Weekly, Game Software, Network World China, PC World China, Popular Computer Week, Software Weekly, Software World, Telecom World; **Peru:** Computerworld Peru, PC World Profesional Peru, PC World SoHo Peru; **Philippines:** Click!, Computerworld Philippines, PC World Philippines, Publish in Asia; **Poland:** Computerworld Poland, Computerworld Special Report Poland, Cyber, Macworld Poland, Networld Poland, PC World Komputer; **Portugal:** Cerebro/PC World, Computerworld/Correio Informático, Dealer World Portugal, Mac*In/PC*In Portugal, Multimedia World; **Puerto Rico:** PC World Puerto Rico; **Romania:** Computerworld Romania, PC World Romania, Telecom Romania; **Russia:** CIO Russia, Computerworld Russia, Mir PK, Publish, Seti; **Singapore:** Computerworld Singapore, PC World Singapore, Publish in Asia; **Slovenia:** Monitor; **South Africa:** Computing SA, IntraNet Magazine, Network World SA, PC World South Africa; **Spain:** Comunicaciones World España, Computerworld España, Dealer World España, Macworld España, PC World España; **Sri Lanka:** Infolink PC World; **Sweden:** CAP&Design, Computer Sweden, Corporate Computing Sweden, Internetworld Sweden, it.branschen, Macworld Sweden, MaxiData Sweden, MikroDatorn, Nätverk & Kommunikation, PCaktiv, PC World Sweden, PC Windows World Sweden; **Switzerland:** Computerworld Schweiz, Macworld Schweiz, PCtip; **Taiwan:** Computerworld Taiwan, Macworld Taiwan, NEW ViSiON/Publish, PC World Taiwan, Windows World Taiwan; **Thailand:** Publish in Asia, Thai Computerworld; **Turkey:** Computerworld Turkiye, Macworld Turkiye, Network World Turkiye, PC World Turkiye; **Ukraine:** Computerworld Kiev, Multimedia World Ukraine, PC World Ukraine; **United Kingdom:** Acorn User UK, Amiga Action UK, Amiga Computing UK, Apple Talk UK, Macworld, Parents and Computers UK, PC Advisor, PC Home, PowerPC Business, PSX Pro, The WEB; **United States:** Cable in the Classroom, CIO Magazine, Computerworld, Computerworld Client/Server Journal, DOS World, Federal Computer Week, GamePro Magazine, InfoWorld, JavaWorld, Macworld, NetscapeWorld, Network World, PC Games, PC World, Publish, Video Event, SunWorld Online, THE WEB Magazine, WebMaster and WEBNOW; **Uruguay:** InfoWorld Uruguay; **Venezuela:** Computerworld Venezuela, PC World Venezuela; and **Vietnam:** PC World Vietnam.

GAMEPRO®

The World's Largest Multiplatform Gaming Magazine

Publisher	**John F. Rousseau**
Editor-in-Chief	**Wes Nihei**
Creative Director	**Francis Mao**
Managing Editor	**Kathy Skaggs**
Senior Editors	**Chris Strodder**
	Lawrence Neves
	Mike Weigand
Senior Associate Editor	**Paul Curthoys**
Assistant Editor	**Jon Robinson**
Copy Editor	**Brett Rector**
Editorial Intern	**Lindsay Young**
Online Development Manager	**Jill Cook**
Manager, Online Services	**John Fisher**
Assistant Online Editor	**Janice Yenpasook**
Senior Designers	**Carey Perez**
	Charmaine Conui
Art Intern	**Claudia Fung**
Senior Production Manager	**Susanna E. Hoffert**
Assistant Production Manager	**Shelly Reimer**
Senior Production Coordinator	**Cathie Burgyan**
Director of Circulation	**Suzanne McCloskey**
Newsstand Sales Manager	**Bill Horan**
Subscription Manager	**Amy Nibbi**
Customer Service Representative	**Irene Basurto**
Marketing Director	**Elaine M. Starling**
Marketing Manager	**Erin Gaffaney**
Sales Associate	**Josie Dollente**
Marketing/Advertising Coordinator	**Sara Wood**
Marketing Intern	**Yeon Kim**

GAMEPRO MEDIA GROUP

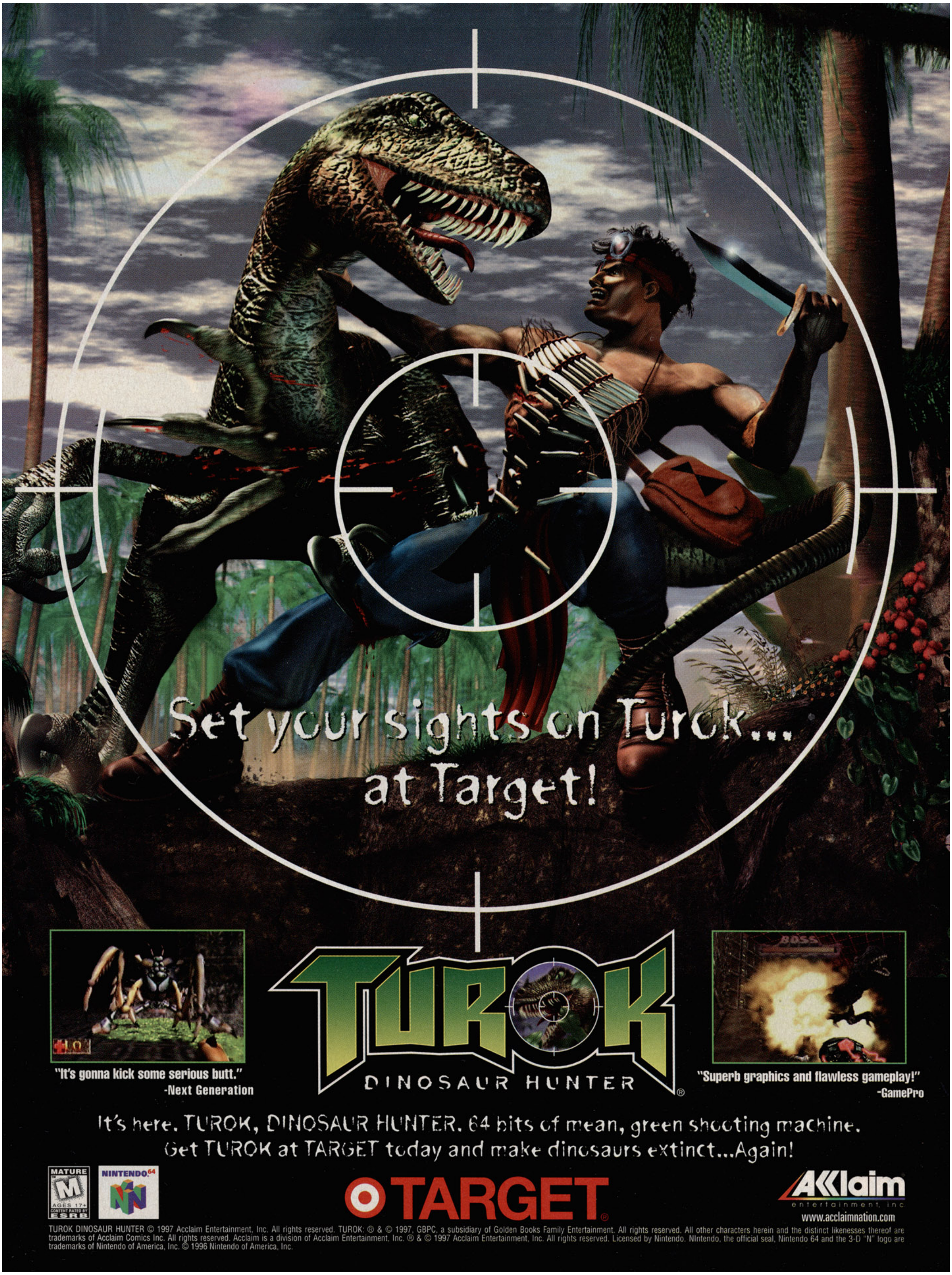
President and CEO	**John F. Rousseau**
Executive Assistant to the President	**Lonnie M. Gee**
Vice President and Associate Publisher	**Cynthia Sandor**
Vice President, Human Resources	**Christine Y. Yam**
Vice President, Finance and Operations	**Brian F. Sours**
Accounting Manager	**Laura Rosenga**
Senior Financial Analyst	**Leona Ching**
Senior Accounting Coordinator	**Terry Gering**
Director of Manufacturing	**Fran Fox**
Manufacturing Manager	**Lynn Luis**
Director of Operations and IS	**Nancy Durlester**
Office Services Supervisor/ Network Administrator	**Rob Rubright**
Help Desk Specialist	**Kevin Smith**
Facilities Coordinator	**Bobby Galea**
Receptionist	**Staci Colacicco**
Founder	**Patrick J. Ferrell**

Entire contents copyright 1997 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs, and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® and NETPRO® names and logos are registered trademarks of IDG Communications, Inc. Nintendo 64, Super Nintendo, Nintendo, Virtual Boy, and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Saturn, 32X, Genesis, Sega CD, and Game Gear are Registered Trademarks of Sega of America, Inc. Sony PlayStation is a Registered Trademark of Sony Computer Entertainment of America. 3DO is a Registered Trademark of The 3DO Company. CD-i is a Registered Trademark of Philips Consumer Electronics Company. Atari Jaguar is a Registered Trademark of Atari Corp. Neo•Geo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 55527, Boulder, CO 80322-5527

Member BPA International®

Volume 9, #5; May Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by IDG Communications, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80328-5527. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $30/year additional postage. Canadian GST# 131 304 347.


Set your sights on Turok...
at Target!
BOSS
TUROK
DINOSAUR HUNTER
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
NINTENDO64
TARGET
Acclaim
entertainment, inc

"It's gonna kick some serious butt."
-Next Generation

"Superb graphics and flawless gameplay!"
-GamePro

It's here. TUROK, DINOSAUR HUNTER. 64 bits of mean, green shooting machine.
Get TUROK at TARGET today and make dinosaurs extinct...Again!

www.acclaimnation.com

TUROK DINOSAUR HUNTER © 1997 Acclaim Entertainment, Inc. All rights reserved. TUROK: ® & © 1997, GBPC, a subsidiary of Golden Books Family Entertainment. All rights reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Comics Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1997 Acclaim Entertainment, Inc. All rights reserved. Licensed by Nintendo. Nintendo, the official seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America, Inc. © 1996 Nintendo of America, Inc.

GET $40 IN SAVINGS!
$10.00 Mail-in Rebate with Orbitz® Beverages.*†
$25.00 Mail-in Rebate on the Samsung GXTV.*††
$5.00 Mail-in Rebate on the Die Hard Trilogy™.*†††
FOX
INTERACTIVE
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

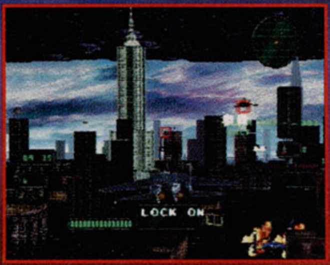
* Multiple proofs required. Valid only in U.S.A. † Expires May 15, 1997. †† Expires June 30, 1997. ††† Expires December 31, 1997
Windows® 95 is a registered trademark of the Microsoft Corporation. All Rights Reserved.
© 1996 Twentieth Century Fox Film Corporation. All Rights Reserved. "Twentieth Century Fox," "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation.

THE FATE OF THE WORLD IS IN YOUR HANDS!

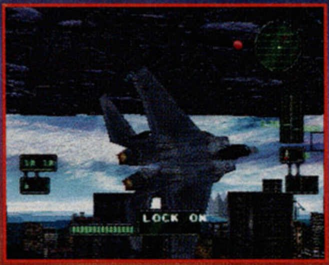
You're in the cockpit against Earth's deadliest menace in this high-tech flight-based game with blazing arcade thrills. Battle alien attack fighters as you obliterate the City Destroyers deployed overhead by the massive Alien Mothership. As your mission progresses from city to city, you fly faster and more heavily-armed planes, from the F-18 Hornet to the captured alien fighter from Area 51, building to a death-defying climax in a whiplash-paced assault inside the Mothership!

INDEPENDENCE DAY™

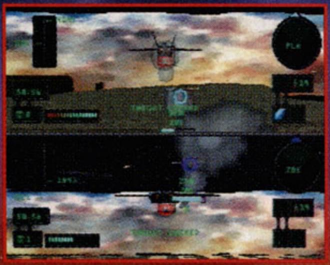
DON'T CHOKE...THE WORLD IS COUNTING ON YOU!



Fly over 15 of the hottest fighter planes including F-18s, Soviet MIGs and Alien Attackers.



Blast your way through over a dozen missions that take you from the Grand Canyon, to Tokyo, to Paris.



Multi-player capabilities provide head-to-head combat.

PlayStation™

SEGA SATURN™

Designed for Microsoft® Windows® 95

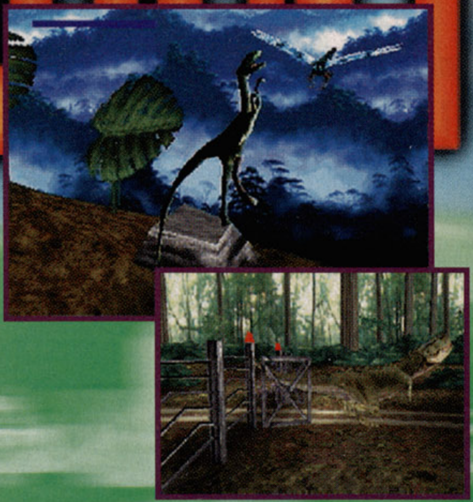
3Dlabs PERMEDIA POWER Pervasive 3D

3Dfx

CENTROPOLIS ENTERTAINMENT

CONTENTS

GamePro • May 1997



Come Get Some!
DUKE NUKEM 3D
TEKKEN 3
Opening Moves!
Score with
SHOOT OUT 97
Darkstalkers: Jedah's Domination
GAMEPRO
WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE
Issue 104
EXCLUSIVE!
THE LOST WORLD JURASSIC PARK
PLAYSTATION • SATURN • COIN-OP
OVER 60 GAMES!
Blast Corps • Herc's Adventures • Star Fox 64 • Mortal Kombat 4 • MechWarrior 2 • WCW vs The World • Hexen 64
STRATEGY GUIDES:
Doom 64
Soul Blade
For PC Freaks:
Hexen II
Ecstatica II
May 1997
FINAL FANTASY VII
World's Best RPG!

COVER FEATURE

42 The Lost World: Jurassic Park

This exclusive sneak peek takes you inside the minds and bodies of the dinosaurs lurking inside these PlayStation and Saturn games.

Special Features

32 Final Fantasy VII

It's no fantasy! If you don't believe the hype, believe this review of the Japanese version.

36 GameWorks: Ready for Gameplay

There's a revolution going on...in the arcades!

37 Mortal Kombat Annihilation!

While you're waiting for Mortal Kombat 4, check out the new movie.

Mortal Kombat Annihilation!
Page 37.

114 SWATPro Strategy Section

Doom 64

Nintendo 64 ProStrategy Guide

Here's how to avoid gloom in Doom by surviving the toughest levels.

The Fighter's Edge
Soul Blade (Part 2)

Specials, supers, and combos for the last five fighters—Rock, Sophitia, Siegfried, Seung Mina, and Cervantes. Also, how to activate the time-released hidden fighter, Soul Blade!

SWATPro

Secret codes and tricks for NFL GameDay '97, Pandemonium, Andretti Racing, and more!

Samurai Shodown IV: Amakusa's Revenge (Neo•Geo)

Complete move list!

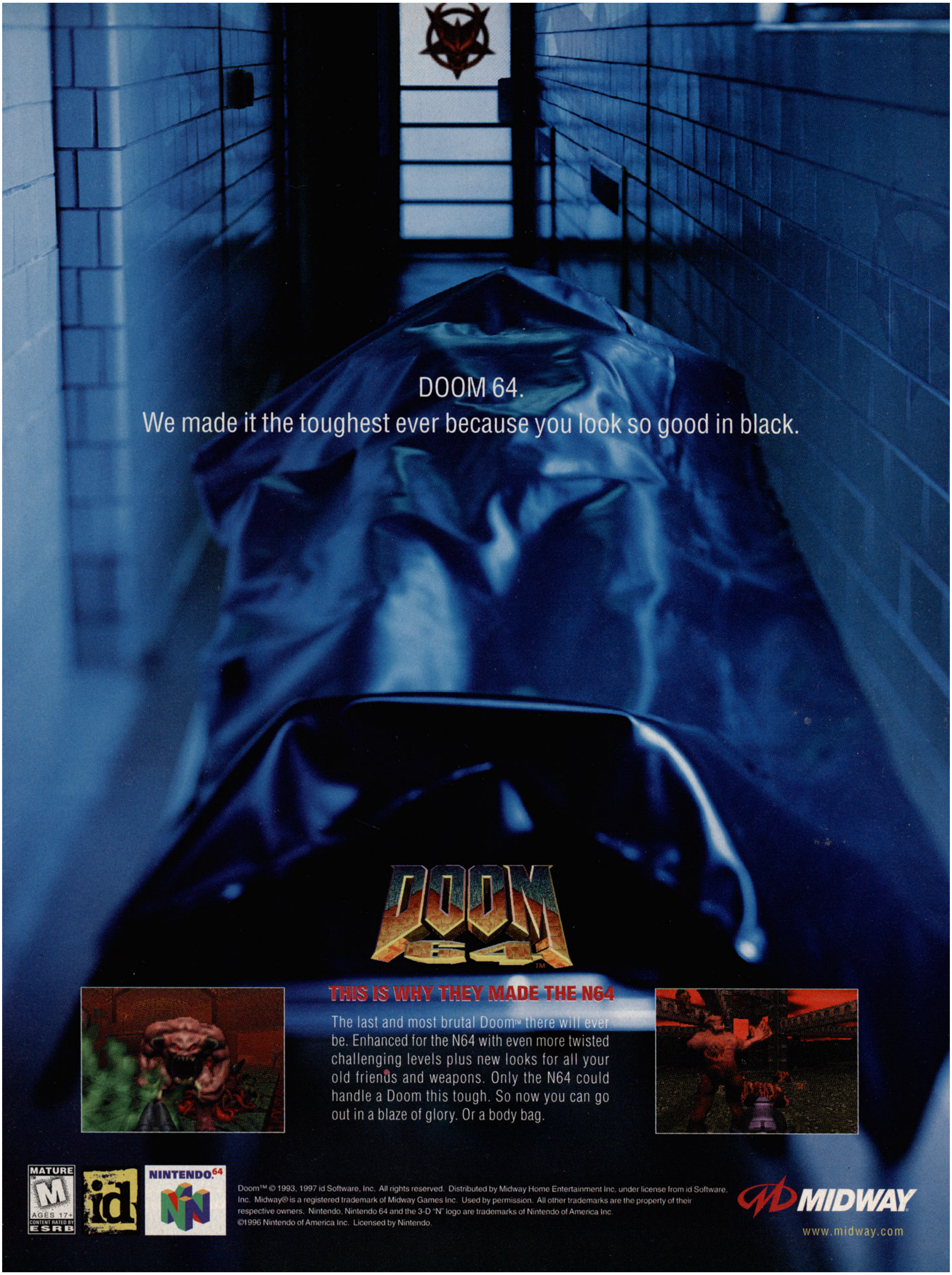
96 The Legend of Zelda: A Link to the Past

Super NES ProStrategy Guide (Part 1)

The Light World mapped out for first-time explorers!

Dark Forces cheats! Page 130.

Cover: Courtesy of Matt Hall & DreamWorks



DOOM 64.
We made it the toughest ever because you look so good in black.

THIS IS WHY THEY MADE THE N64

The last and most brutal Doom™ there will ever be. Enhanced for the N64 with even more twisted challenging levels plus new looks for all your old friends and weapons. Only the N64 could handle a Doom this tough. So now you can go out in a blaze of glory. Or a body bag.

Doom™ © 1993, 1997 id Software, Inc. All rights reserved. Distributed by Midway Home Entertainment Inc. under license from id Software, Inc. Midway® is a registered trademark of Midway Games Inc. Used by permission. All other trademarks are the property of their respective owners. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo.

www.midway.com

CONTENTS

GamePro • May 1997

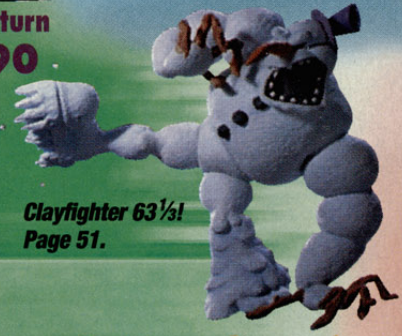
Gambare Goemon 5! Page 38.

Triple Play '98! Page 108.

Ecstatica II! Page 56.

ProReviews

PC GamePro 56
Nintendo 64 76
PlayStation 80
Saturn 90
Super NES 96
Sports Pages 100
Role-Player's Realm 112


Clayfighter 63⅓! Page 51.

Game Finder (Reviews & Previews)

All-Star Baseball '97 Featuring Frank Thomas 110
Battle Arena Toshinden 3 52
BattleStations. 84
Blast Corps 76
Castlevania X 46
Clayfighter 63 1/3 51
Comanche 3. 59
Contra: Legacy of War 94
Darklight Conflict 53
Darkstalkers: Jedah's Damnation. . . . 68
Dragonheart: Fire & Steel 94
Duke Nukem 3D. 44
Ecstatica II. 56
Extreme Assault. 60
FIFA Soccer 64 102
Final Fantasy VII 32
Gambare Goemon 5 38
HardBall 6 111
Heir of Zendor: The Legend and the Land. 95
Herc's Adventures. 90
Hexen. 51
Hexen II 57
The Incredible Hulk: The Pantheon Saga 88
K-1: The Arena Fighters 84
League of Pain 88
The Lost Vikings: Norse by Norsewest 92
The Lost World: Jurassic Park (PlayStation) 42
The Lost World: Jurassic Park (Saturn and Arcade) 43
Lunacy 92
MDK. 52
Meat Puppet 58
MechWarrior 2 80
Metal Gear Solid 38
Mortal Kombat 4 72
Motor Mash 53
NBA Jam '98 111
NBA Live '97 101
NBA Shootout '97 100
NFL Quarterback Club '98 111
NHL Breakaway '98. 110
Perfect Striker 106
Quake Mission Pack #1: Scourge of Armagon. 60
Rally Cross 106
Rampage World Tour. 72
Redneck Rampage 58
Riven: Sequel to Myst 60
Sega Super GT. 70
Sentient. 86
Star Fox 64. 50
Star Command: Revolution 57
Super Puzzle Fighter II Turbo 95
Tekken 3. 64
TNN Motor Sports Hardcore 4X4 . . . 95
Triple Play '98. 108
Tunnel B1 94
VMX Racing 53
VR Baseball '97 104
Vandal Hearts 112
Virtual Pool. 88
WCW vs. The World 82
Wing Commander IV: The Price of Freedom. 86
X-COM: Apocalypse 59
Yoshi's Island 64. 50

DEPARTMENTS

16 **Head-2-Head: Letter from the GamePros**

16 **The Mail**

17 **Art Attack**

20 **Buyers Beware**
The consumer's hotline!

22 **ProNews**
Sony slashes PlayStation's price, plus hot new games for all systems.

28 **NetPro**
Successful Internet search techniques!

38 **Overseas Prospects**
Metal Gear Solid and Gambare Goemon 5!

42 **Sneak Previews**
The Lost World: Jurassic Park, Duke Nukem 3D (Saturn), Castlevania X, Star Fox 64, Yoshi's Island 64, and more!

56 **PC GAMEPRO**
Ecstatica II, Star Command: Revolution, Hexen II, and more for your PC pleasure!

64 **Hot at the Arcades**
Tekken 3, Darkstalkers: Jedah's Damnation, Sega Super GT, Rampage World Tour and... Mortal Kombat 4!

XIAOYU
14
WIN: 1
Tekken 3! Page 64.

SAVE YOUR QUARTERS FOR THE LAUNDROMAT

DIE HARD™ *Arcade*

IT'LL BLAST YOU LIKE A SAWED-OFF SHOTGUN. DON'T WEAR WHITE.

OKAY, ROOKIE. LISTEN UP. YOUR GIG IS TO RESCUE A HOSTAGE AND KICK SOME TERRORIST BUTT.

USE WHATEVER IT TAKES: MACHINE GUNS, MISSILE LAUNCHERS, FLAME-THROWERS, BROKEN BOTTLES.

GRAB A PARTNER IN TWO-PLAYER MODE AND DOUBLE-TEAM YOUR WAY OUT OF HELL.

SEGA
DIE HARD
Arcade
SEGA SATURN
81057
TEEN
T
ESRB

ONLY ON SEGA SATURN™

FOX INTERACTIVE

TEEN T AGES 13+ CONTENT RATED BY ESRB

2 PLAYERS

Die Hard™ © 1988, 1997 Twentieth Century Fox Film Corporation. All rights reserved. Sega is registered in the U.S. Patent Office and Trademark Office. Sega Saturn is a trademark of Sega. ©1997 Sega.

WWW.SEGA.COM
WWW.FOXINTERACTIVE.COM

"CRUSADER'S AWESOME, IN-DEPTH ACTION WILL UTTERLY ADDICT YOU." 5 (out of 5) –*GamePro*

HEALTH ADVISORY

PROBLEM:

{ Lingering heaps of human corpses create disease and pollution. }

MATURE M AGES 17+ CONTENT RATED BY ESRB

PlayStation™

CRUSADER
NO REMORSE™

SEGA SATURN

ORIGIN We create *worlds* AN ELECTRONIC ARTS COMPANY

"CRUSADER DELIVERS BIG TIME!" 92% –*PSExtreme*

HEALTH ADVISORY

OUR TREATMENT:

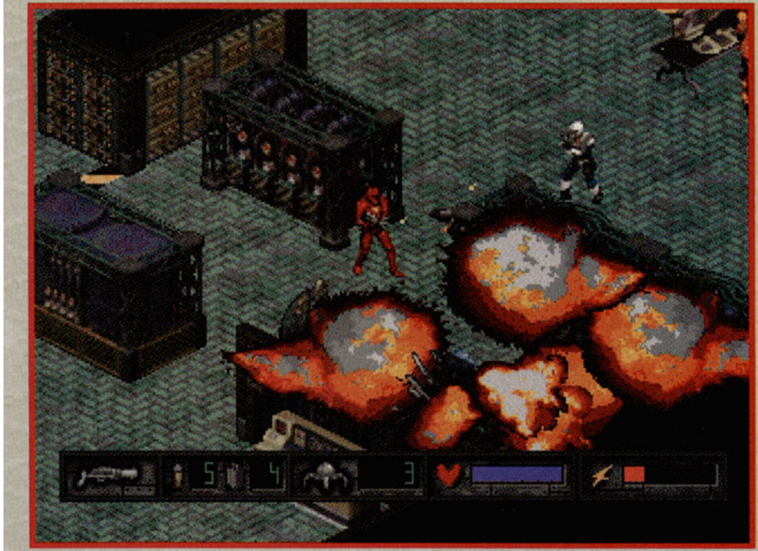
{eLIMINATE THE CORPSES.}

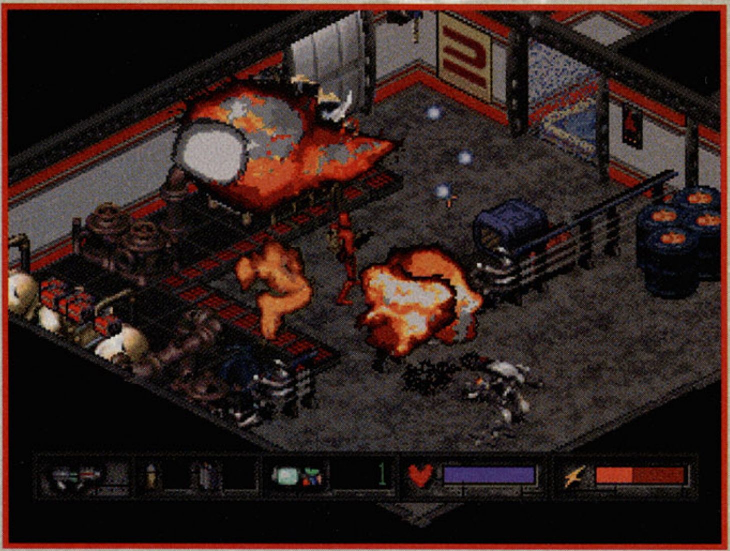
Toast victims to crusty cremation with the AR-7 "Rico" Rocket Launcher.

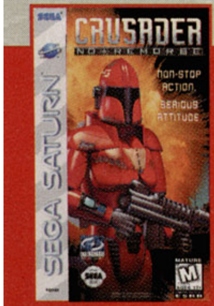
Tan lucky recipients to the bone courtesy of the UV-9 "Pulsar" ultraviolet rifle.

Reduce targets to bits through tight, controlled bursts of the JL-2 "Purifier" mass driver.

Convert your enemy into a misty aerosol using the EM-4 "Vortex" rifle.






SEGA
CRUSADER
NO REMORSE
non-stop action.
serious attitude
SEGA SATURN
MATURE
M

To order your game call
Electronic Arts Direct at 1-800-245-4525 today!

www.origin.ea.com

© 1997 ORIGIN Systems, Inc. Origin, the Origin Logo, We create worlds, and Crusader: No Remorse are trademark or registered trademarks of ORIGIN Systems, Inc. in the U.S. and/or other countries. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Sega and Saturn are trademark of Sega Enterprises, Ltd.

PlayStation
CRUSADER
NO REMORSE
non-stop action.
serious attitude.
MATURE
M
ORIGIN

HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

SURVIVAL OF THE COOLEST

Evolution has always been the driving force behind the video game industry. Old systems die out, big companies swallow up smaller companies, and on store shelves, it's survival of the coolest. "Sweetwater" wrote the letter to the right that asks about the Philips CD-i. He must've missed our "Hot News" item posted last June on GamePro Online's Website (*http://www.gamepro.com*), which announced that Philips stopped making games for its beleaguered system. We've also had letters about the Neo•Geo system which was announced with much fanfare (see "Neo•Geo CD: The New Kid in Town," October 1995) but is also going the way of other failed systems that never caught on with the public. Here are the systems that have officially expired since 1995: the Atari Jaguar and Jag CD, the Sega CD, the Sega 32X and 32X CD, the Sega Neptune (never released), the 3DO Multiplayer, and the Virtual Boy. Systems still on life support but dangerously close to extinction are the Game Gear, the Super NES, and the Genesis. Don't look for big announcements when these systems officially disappear because companies would much rather have you focus on tomorrow's possibilities.

Fortunately, tomorrow does offer lots of possibilities. Evolution doesn't just mean early death for certain systems; it also means renewed hope that better games and systems are just up ahead. Despite seeing some of its hardware plans go up in smoke in the last two years, Sega is loudly announcing a big merger with Bandai that could change the fortunes of these two wobbling companies (see "ProNews," this issue). Perhaps the Next Big Thing will be M2, or digital video disc (DVD), or Nintendo's 64DD, or a new PlayStation. *GamePro* has written about all of these subjects lately, both in the magazine and in GamePro Online's "Hot News" area on the Web (*http://www.gamepro.com*) and AOL (keyword: *GamePro*). And with the Electronic Entertainment Expo coming June 19-21 in Atlanta, Georgia, there's undoubtedly much more news to come. Keep checking with us to see which old systems are struggling and likely to die, and which new systems look like survivors. In today's expensive video games wars, doing your homework really does pay off. It's survival of the smartest.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA

JAGUAR
SEGA CD
SEGA 32X CD
VIRTUAL BOY
3DO

VANISHING SYSTEMS

You haven't reviewed a CD-i game since 1995. Why hasn't there been anything else about CD-i games? I've been looking for more.

"Sweetwater"
via Internet

Captain Squideo replies:

We get the same question from angry owners of the 32X, Jaguar, and other defunct systems. See the adjacent editorial for a discussion of vanishing systems.

THE MAGAZINE BIZ

I really like Resident Evil for the PlayStation. Are there any plans for a movie based on this game?

Matt Dean
Byron, GA

The Feature Creature replies:

A European company, Constantine Films, has bought the rights from Capcom, who made the game, and has hired Alan McElroy to write the screenplay (he wrote the screenplay for the upcoming film based on The Spawn comic book). The RE flick starts shooting this summer in hopes of a release sometime between winter '97 and spring '98.

GAMES 'N' GEAR

My friend Luke and I were playing Twisted Metal 2 for the PlayStation. During a challenge match in New York, Luke blew up the Statue of Liberty with napalm and the statue turned into a girl wearing a bikini. Soon afterwards she grew very fat and blew up. Has anyone else written to you about this?

Aaron and Luke
Athens, GA

Enemies: 5
HAMMERHEAD
Lives: 1

The Net Nut replies:

Nicely done, but there's no trick to this (other than just keeping enemies at bay so you can fire at the Statue of Liberty). After you light the statue's torch with your gunfire, she does indeed turn into a bikini-clad girl.

ADDRESS CENTRAL

I want to ask Squaresoft why Final Fantasy VII is coming out for the PlayStation and not for any other systems. What's their address?

Dana Liles
Miami, FL

Art Angel replies:

Squaresoft's U.S. office has moved around in the last year, but it's finally settled in California's Orange County. Here's a phone number for taped information (not live counselors):

714/540-8822. Call Monday–Friday, 8 a.m.–5 p.m. PST.

Here's Square's address:

Squaresoft Customer Service
959 South Coast Dr., Suite 400
Costa Mesa, CA 92626

READER REPORT

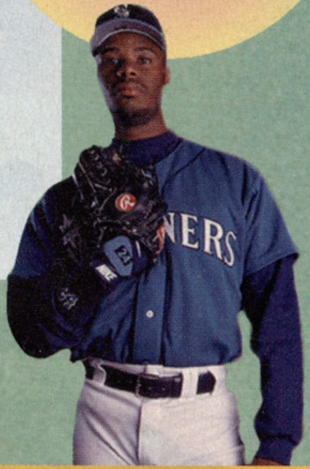
In February, your faithful Reader Reporter asked you to suggest names for our new ratings guy. Here are some of the entries that came to us, most via the Internet (the nominator is identified in parentheses):

Captain Ratings ("tearle")
Frank Expressions ("nalfar")
GameHead ("Robert")
GameKiller ("diazducc")
GamePro Jr. ("Kevin")
Geno the Gameman ("Rhoner4")
G.P. Think (Zac Cook)
Jack (Zachary Bader)
Jojo the Rating Chump ("Daxx412")
Joy (Jarrod "Ninja Master" Williams)
Lenny ("U_695375703_19_A")
Momo the Ratings Pro ("Pzac107")
Mr. Gaming Judge (Sebastian Torres)
Ralph the Ratings Guy ("Tiger136")
The Rating Dude (Christopher Nieto)
Rob Rater (Robert Preziose)
Rudy the Rater (Zachariah Hartman)
Zak ("Cranky45")

CELEBRITY CIRCLE

Joey Reinartz is a Winning Run fan who wants to write to Ken Griffey, Jr. Reach Griffey the Kid through his agent:

Ken Griffey, Jr.
c/o Nike Sports Management
One Bowerman Dr.
Beaverton, OR 97005

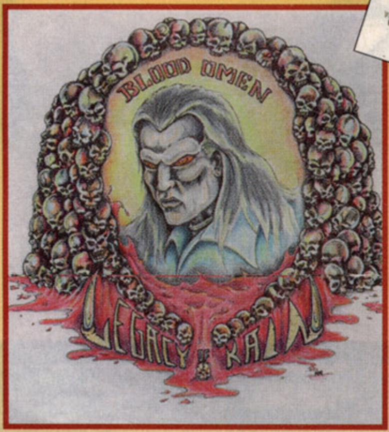


Get Connected
GAMEPRO ONLINE
http://www.gamepro.com
The Ultimate GAMING Resource Site on the WEB

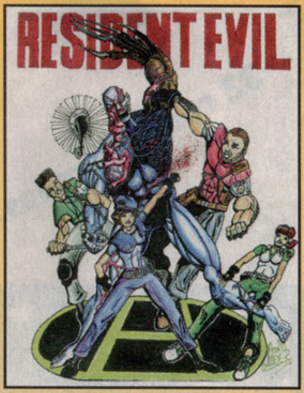
Art Attack

Pick of the Month

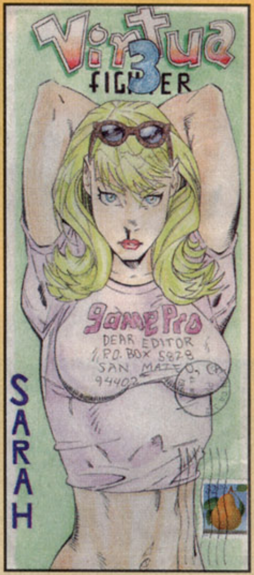
PRIZE! This month's winning artist will receive a GamePro T-shirt!



Kriss Mizelle, Meridian, MS

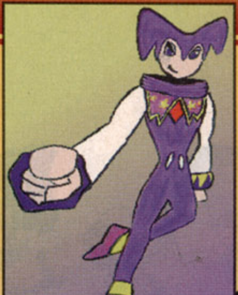


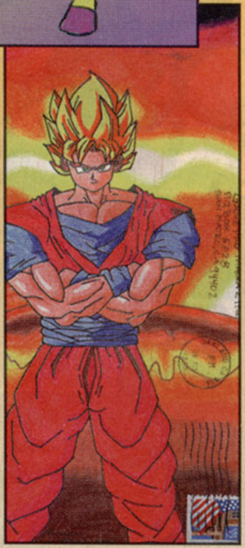
Adam Meyer, Eustis, FL



Victor Watts, Sparta, GA

Teal Willingham, Kaneohe, Hawaii





Russell Hardcastle, address unknown

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

*We cannot publish all letters and e-mail messages, and **we cannot send personal replies to your letters or e-mail.***

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@gamepro.com

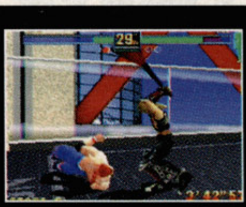
FIGHTERS MEGAMIX™
32 fighters.
New Virtua Fighter™ 3 moves.
32 rockin' arenas.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

1 OR 2
PLAYERS

The two greatest fighting games of all time.

Together, at last, 'til death do they part.



11 vicious Fighting Vipers™ characters.

11 combatants from Virtua Fighter™ 2.

10 hidden mystery characters.

Sega is registered in the U.S. Patent and Trademark office. Sega Saturn, Virtua Fighter 2, Fighting Vipers, and Fighters MegaMix are trademarks of SEGA. © 1997 Sega, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

5 battle modes.

SEGA SATURN™

www.sega.com

One of the largest collections of fighters ever.

New and nasty Virtua Fighter™ 3 moves.

SEGA
FIGHTERS MEGAMIX
SEGA SATURN
"the ultimate team-up-Fighting Vipers and Virtua Fighter"
T

Choose from 32 rockin' arenas.

5 battle Modes, including Team.

VIRTUA FIGHTER 2 VS. FIGHTING VIPERS

An unparalleled, world-class festival of fighting.

BUYERS BEWARE

By The Watch Dog

April showers bring May flowers, right? Big deal! Keep the showers and flowers, just bring on summer! While I start planning my three months of chasing sticks at the beach, here are answers for some confused consumers.

Q: Catapult ran an offer for a free XBand modem on page 119 of your September '96 issue. I sent in my coupon, but I never received my modem, nor did any of my friends who sent in the same offer.

"DCCooper7" via Internet

A: Lynn Heublein, vice president of business development at Catapult (makers of the XBand modems), explains:

"Catapult was deluged with thousands and thousands of the forms we ran in *GamePro* announcing the offer for a free XBand modem. As it clearly says on that page, it was a first-come, first-serve offer valid while supplies lasted. We shipped out about 600 free modems, which exhausted our inventory."

Q: An ad for Tomb Raider for various systems appears on page 152 of your November '96 issue. The ad prominently shows a grenade, and the text even mentions you'll use a grenade, but I've never found grenades in the PlayStation version. Are they there or not?

Justin, Denver, CO

A: Susan Boshkoff, product manager at Eidos Interactive, replies:

"As a product is developed, certain features are added and others are deleted. Grenades were included in Tomb Raider's original specifications, but they weren't included in the final version. To meet magazine deadlines, the ad was created way before the weaponry for the game was finalized. It's possible that grenades will be included in Tomb Raider 2, which should be out by this fall."

No grenades in Tomb Raider, though they're possible for Tomb Raider 2.

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@gamepro.com

Q: The manual for NHL '97 for the PlayStation describes all the fighting moves you can use, but no matter how hard I try I can't get my guys into a fight. I've been illegally checking all over the place, but all I get is a roughing penalty. Is the manual wrong to mention fighting?

"Gester07" via Internet

A: The Watch Dog replies:

First, make sure you haven't accidentally turned off fighting at the main start-up screen. Then, aggressively go after the other team (not everybody will get in fights—Gretzky won't, for instance). Fights will occur randomly, usually at least once per game.

Roughin' it with NHL '97.

Q: I'm pleased with my Nintendo 64, but I can't understand something about two of the games. Super Mario 64 and Wave Race 64 have options for headphones. I've looked all over my system, and I can't find a headphone jack. Is this false advertising, or is there something I'm missing?

"Ace," Jackson, MS

A: A Nintendo gameplay counselor explains:

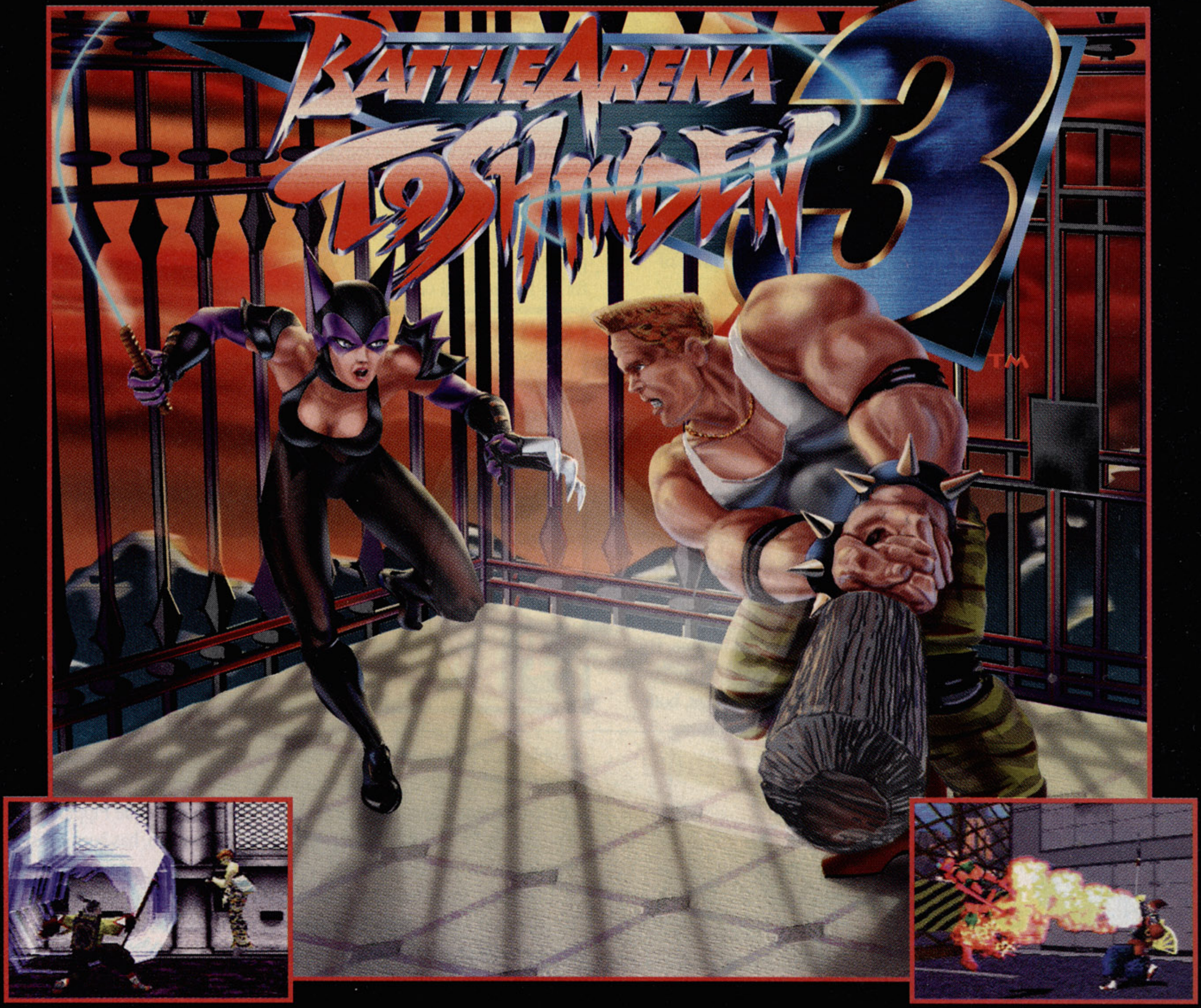
"It's not false advertising. Using the stereo A/V cable that comes with the system, you can hook up your N64's white and red connections to a stereo system's audio inputs, while still hooking up the yellow video connection to your TV. Then you can listen to your game through your stereo's headphones for a richer, more natural sound."

The sound of 64

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's *Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402

Third time's a charm. If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
- Unique save/ranking feature holds your place between matches. • 2 player mode.
- Dozens of brand new fighting combos. • Improved game and control dynamics.

TAKARA®

http://www.playmatestoys.com

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

PIE™ is a trademark of Playmates Interactive Entertainment. Battle Arena Toshinden 3 and its characters are trademarks of Takara Co. Ltd. ©1997 All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

PLAYMATES' INTERACTIVE ENTERTAINMENT
PIE®

PRONEWS

May 1997

Sony Slashes PlayStation Price to $149

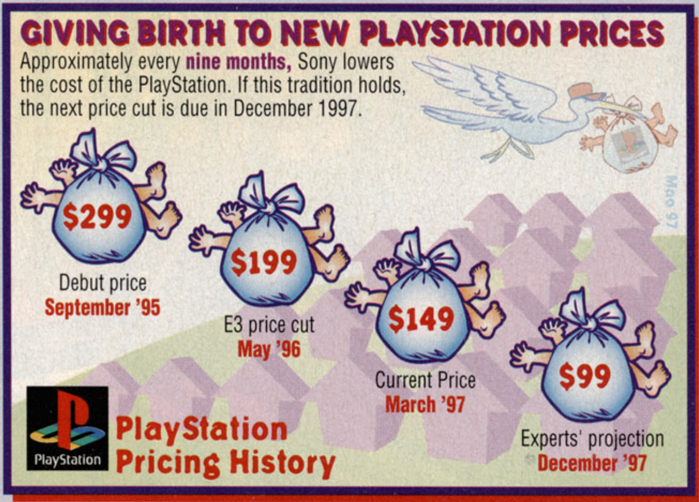
Launching a pre-emptive strike in the U.S. system wars, in March **Sony** surprised the video game world by suddenly cutting the price of the **PlayStation** to $149. Representing a 25 percent price cut from the previous price of $199, the new $149 price took effect immediately throughout North America. This follows Nintendo Co. Ltd.'s slashing of the Nintendo 64's price tag in Japan to $140 U.S., although at press time Nintendo of America had no plans to reduce the $199 price of its N64 units.

In addition to knocking $50 off the hardware, Sony also took about $10 off the software by announcing a new standard price of $49.95 for all new PlayStation CDs. These games typically are listed as high as $59 but usually get discounted to under $50. Sony said that discounts will now take the price of some games below $40.

What's more, Sony announced that a "Greatest Hits" series of games will be available at $24.99 per game. To qualify as a greatest hit, games must have sold over 150,000 copies and been on store shelves for at least a year. As of March the games that qualified were the original NFL GameDay, Twisted Metal, NHL Faceoff, Warhawk, and Battle Arena Toshinden.

Announced price cuts like these were expected this year, but not before the Electronic Entertainment Expo (E3) to be held in June. By dropping the price so dramatically so soon after Christmas, Sony got the jump in the U.S. on its two main rivals, Nintendo and Sega, both of which have systems priced at $199 (Sega's Saturn includes three free games). Industry insiders expect both Nintendo and Sega to eventually follow Sony's lead and cut the prices of their systems.

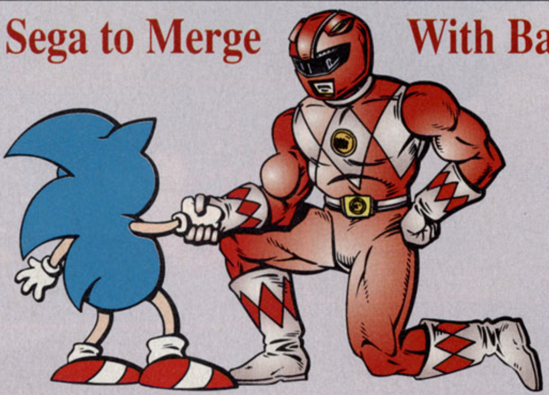
According to Sony, PlayStation sales topped 3.4 million systems in the U.S. and over 11 million sold globally as of February. In response to questions, Sony executives dismissed any talk of a PlayStation 2 as pure speculation, and they also said that there are no immediate plans for an Internet add-on à la the Saturn Net Link.



GIVING BIRTH TO NEW PLAYSTATION PRICES

Approximately every **nine months,** Sony lowers the cost of the PlayStation. If this tradition holds, the next price cut is due in December 1997.

Sega to Merge With Bandai



Two wobbly companies have merged to form…one really big wobbly company? That's what some financial analysts are saying after **Sega** and **Bandai** got together in February and morphed into a huge new company to be called **Sega Bandai.** The deal, worth over $1 billion, should be finalized October 1.

The merger comes at a time when both companies are struggling for an identity in the video games market. Both Sega and Bandai have taken serious financial hits in recent years after finding success earlier in the decade. Sega, locked in third place in the system wars behind Nintendo and Sony, had already announced that it would lose an incredible $200 million in the fiscal year that ended March 31. Bandai, best known for creating the Mighty Morphin' Power Rangers, has seen that license take a nosedive since 1995. What's more, the Apple Pippin, the game system for kids that Bandai sunk $130 million into, has been a disaster, according to most analysts.

The new Sega Bandai regime will be headed by familiar names. The chairman will be Sega's current chairman, Isao Okawa. Bandai's president Makoto Yamashina will assume the role of Sega Bandai's president. They'll oversee a company with over $6 billion in revenue and about 400 U.S. employees working in northern California.

Their mission will be to successfully meld Sega's video game potential, its coin-op titles, and its arcade holdings in Japan and the U.S. with Bandai's toy products. High on Bandai's hot list of products right now is the latest toy addiction in Japan, a key ring with an electronic egg. Called a *tamagocchi,* the gadget features an electronic chick that grows to adulthood if properly nourished.

Sega's long-time rival responded to the news with a big yawn. Nintendo spokespersons said they had "no worries" about the new Sega Bandai; flush with its remarkable Nintendo 64 success in the U.S., Nintendo is plenty busy these days trying to ramp up production of N64s to meet the worldwide demand. The company hopes to ship a

Attitude has Got A Price.

Like $10 off.

PlayStation
Beyond the Beyond
CRASH BANDICOOT
NAUGHTY DOG
Jet Moto
SHOOT OUT '97
THUNDER TRUCK Rally
TWISTED METAL 2
SONY

$10 off.

Buy a hot new **Sony Playstation** game from our vast selection. (Shown here are just a few of our popular titles.) Then receive a mail-in certificate valid for $10 off your next Sony Playstaion game purchase. See coupon for complete details.

Use This Coupon To Save $10 On Your Next Sony PlayStation Game Purchase.

Offer valid 4/15 to 5/31/97. To receive $10 certificate you must mail this coupon along with your register receipt showing purchase of your Sony Playstation title at any Babbage's or Software, Etc. store. In order to qualify for the $10 certificate the product purchased must be $40 or above. Coupon and receipt must be received by June 30, 1997. Upon receipt, you can redeem certificate to receive $10 toward the purchase of any Sony Playstaion title priced at $40 or above at any Babbage's or Software Etc. store. Allow 4-6 weeks for delivery of certificate. Limit 1 coupon per customer. No photocopies of coupon or receipt accepted. Mail this coupon and your register receipt to:

Name (Please print) ____________________

Address ____________________

City / State / Zip ____________________

Babbage's Etc. Marketing Department
2250 William D. Tate Avenue
Grapevine, TX 76051

software ETC

Babbage's

million N64s around the world every month (up from 700,000 a month) just as the system is about to launch in Europe.

Parade of Popular PC and Arcade Titles Coming to Home Systems This Winter

Less than two months before formal announcements are made at the Electronic Entertainment Expo (E3) in June in Atlanta, game companies are firming up their plans for the winter. The biggest news so far concerns some hot arcade and PC games that will soon be making the jump to the home console systems.

Leading off the parade o' ports is **Darkstalkers: Jedah's Damnation,** the newest addition to **Capcom**'s hit series of fighting games. After the arcade version hits U.S. shores this fall, a home version will reach store shelves at Christmas. Capcom still won't specify which system the game will be for until it makes an announcement at E3; the original Darkstalkers game came out for the PlayStation in March 1996, while the sequel, Night Warriors: Darkstalkers' Revenge, was released on the Saturn two months later.

Saturn owners worried about their system's future can worry a little less, thanks to one arcade hit and four hugely popular PC games. The arcade game is **Manx TT Superbike,** a motorcycle racing game that'll utilize the Saturn's analog controller. Additionally, **Sega** has allied with **GT Interactive** to bring two of the biggest PC sellers ever—**Duke Nukem 3D** and **Quake**—to the Saturn this summer. The announcement is a coup for Sega, because this will be the first time that Quake has appeared on a console system. Some new features will be added to make the games different from their PC versions, and Duke will have a multiplayer option using the Net Link, according to a Sega spokesperson. Also coming to the Saturn (and the **PlayStation** as well) are two PC strategy games from **Blizzard Entertainment—Diablo** and **Warcraft II**—both due at the end of the year.

One of the biggest surprises is the announcement from **Westwood Studios** that it's developing the PC strategy classic **Command & Conquer** for the new **DVD** (digitial video disc) systems that debuted last Christmas (see "ProNews," October 1996). The first game made for DVD, Command & Conquer should be out by summer. Expect more DVD games from Westwood, according to Brett Sperry, the company's president and CEO. "The commitment we are making to DVD is significant," he says. "Very few game companies have announced plans to support DVD, but we know that this is a next-generation technology that we must help nurture." In additional DVD news, computer systems from **Compaq, Hewlett-Packard, Packard Bell,** and **Gateway 2000** with pre-installed DVD drives should be available soon. Other companies working on their own DVD players are **Toshiba, Phillips,** and **Sony.**

Not all the news is good regarding upcoming games. **GameTek** has cancelled **Jimmy Johnson NFL '97**, its long-awaited football title for the **PlayStation.** After lengthy negotiations collapsed over the sale of publishing rights to Konami, GameTek decided to skip the '97 version and concentrate on a '98 version that's already in the works and tentatively scheduled to be released during the upcoming football season. GameTek also announced that **Robotech: Crystal Dreams** for the **N64** has been delayed yet again and now looks like it'll come out for Christmas, a year behind the original schedule. Finally, **Capcom** has also cancelled two games that would've been out in 1997—**Major Damage** and **Werewolf: The Apocalypse,** both of which would've appeared on the PlayStation and the Saturn.

WEB

AOL

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword *GAMEPRO* **to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at** *http://www.gamepro.com.*

Inside Scoop

- **Sony** has revised its U.S. release plans for **Final Fantasy VII.** The eagerly awaited RPG will be released as a three-disc set on September 7. A pre-sell program will run in July and August to ensure that FF fans have a chance to reserve a copy in advance. Such a program is necessary in light of what happened in Japan: When the game was released there in January, it sold 2 million copies in the first weekend, instantly making it one of the most popular games in history.

Now playing for Acclaim...

- **Acclaim** has lassoed two more big-name athletes for upcoming video games. Frank Thomas will get star billing in **All-Star Baseball '97 Featuring Frank Thomas,** a **PlayStation** and **Saturn** game that also features ESPN announcer Jon Miller. Meanwhile, Super Bowl hero Brett Favre will be the chief spokesperson for **NFL Quarterback Club '98,** a PlayStation and Saturn game scheduled for a fall release.

- **Fox Interactive** has signed on to publish a couple of new products for late '97. Coming to the **PlayStation, Saturn,** and **Windows 95 CD-ROM** is **Alien Resurrection** (developed by **Argonaut Software**), and coming to **Windows** and **Mac CD-ROM** is **X-Files Data Files** (developed by **Byron Preiss Mutimedia**). Little is known about these titles so far, so stay tuned for more details.

- **Spectrum HoloByte** has filed a lawsuit against **Acclaim** over **Magic: The Gathering: BattleMage.** Spectrum claims that Acclaim violated an agreement the two companies made last November which established a release schedule for Magic, which both companies were releasing for different platforms. Spectrum filed its suit when Acclaim released its PC version in January ahead of schedule. Spectrum also reported record sales and profits for the past holiday season. Its net revenue for the October-November 1996 sales period jumped to almost $36 million, a 168 percent increase over the same period in 1995.

- When **SWIV 3D** comes out for the **PlayStation,** it'll come out as an **Interplay** game. Interplay has bought the U.S. publishing rights for this overhead-view shooter from **Sales Curve** and will bring it out in June, a month after its expected arrival on the PC.

- You'd better hurry if you want to take advantage of **Sega**'s "Buy 2 Get 1 Free" promotion for **Saturn** games. Ending mid-April, the deal enables gamers to get one free game if they buy any two games from this list: Amok, Bug Too!, Dark Savior, Daytona USA CCE, Fighting Vipers, NFL '97, Scorcher, Sonic 3D Blast, Soviet Strike, Tomb Raider, Virtua Cop 2, and World Series Baseball 2. The free games available are Nights, Sega Rally Championship, Sega Worldwide Soccer '97, and Virtual On.

KONAMI

IF YOU DON'T USE YOUR HEAD SOMEONE ELSE MIGHT.

The spectre of war looms over the peaceful land of Ishtaria. Terrorism, corruption and depravity run rampant. It's up to you to return the land to democracy, using a strategic combination of wits, muscle and magic. It's an epic confrontation that unfolds on multiple, glorious, 3-D isometric battlefields.

Luckily, you have an awesome array of weapons, spells, booby traps and The Great Sword Vandal-Heart at your command. Plus the greatest weapon of them all-your brain. Enter the world of Vandal-Hearts. Where a sharp sword is no match for a sharp mind.

Classic RPG Combat

3-D Isometric Battlefields

Salamander

3-D Magic & Spells

RATING PENDING RP ENTERTAINMENT SOFTWARE RATINGS BOARD

PlayStation

www.konami.com

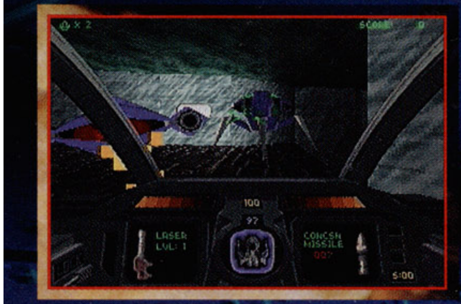
VANDAL-HEARTS™ is a trademark of Konami Co., Ltd. Konami ® is a registered trademark of Konami Co., Ltd. PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. ©1997 Konami of America, Inc. All Rights Reserved.

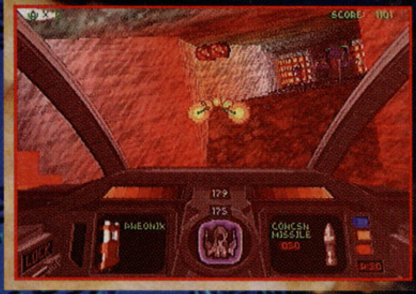
VANDAL-HEARTS

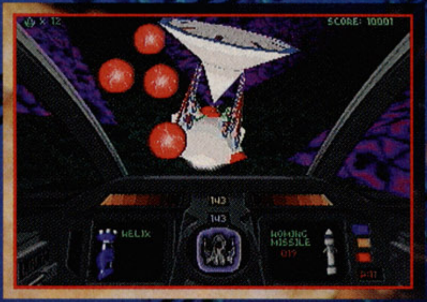
Get Shafted for

An all-new addiction exclusively for the PlayStation game console.
The best parts from the original have been super-charged for the latest and final version of Descent for the PlayStation game console. Use upgraded weapons, a faster reaction time and blow through never-before-seen levels and you'll see why this one is called MAXIMUM. Your newest addiction comes faster and hotter for you gamers who just want to plug-in and play!

But you better hurry – this is the last time Descent is coming to the PlayStation game console. After this, the only thing left will be some incredible memories and a few new craters.


SCORE: 0
100
97
LASER LVL: 1
CONCSN MISSILE
5:00


SCORE: 1101
179
175
PHEONIX
CONCSN MISSILE


SCORE: 10001
143
143
HELIX
HOMING MISSILE

Take The Final Plunge at Full Throttle!

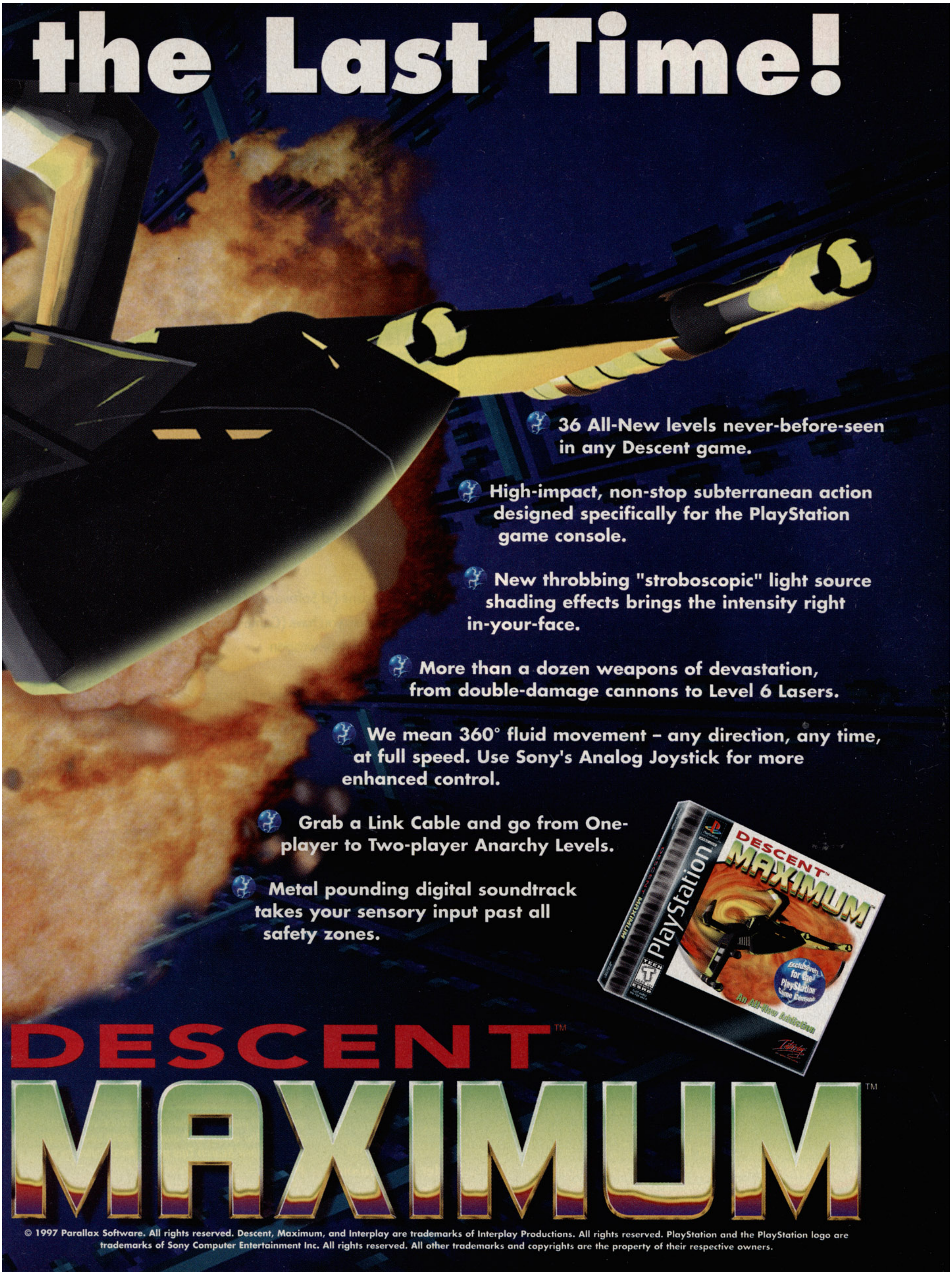
Interplay™
BY GAMERS. FOR GAMERS.™
Interplay Website: www.interplay.com

Developed by:
Parallax Software

PlayStation™

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

the Last Time!



- 36 All-New levels never-before-seen in any Descent game.
- High-impact, non-stop subterranean action designed specifically for the PlayStation game console.
- New throbbing "stroboscopic" light source shading effects brings the intensity right in-your-face.
- More than a dozen weapons of devastation, from double-damage cannons to Level 6 Lasers.
- We mean 360° fluid movement – any direction, any time, at full speed. Use Sony's Analog Joystick for more enhanced control.
- Grab a Link Cable and go from One-player to Two-player Anarchy Levels.
- Metal pounding digital soundtrack takes your sensory input past all safety zones.

DESCENT™ MAXIMUM™

© 1997 Parallax Software. All rights reserved. Descent, Maximum, and Interplay are trademarks of Interplay Productions. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. All other trademarks and copyrights are the property of their respective owners.

Tips & Tricks on the Net

Searching for a way to beat your favorite game? Search the Internet.

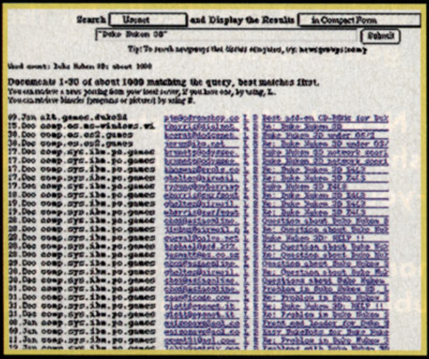
By Bone

With the thousands of video games out there, no magazine could possibly offer gameplaying info for them all. Fortunately, gamers have a ready resource—the Internet!

The Net is packed with tips, tricks, cheats, and strategies for video games, and it connects video game communities, too. Here's how to do Internet searches so you can get the most out of your games.

Start Your Search Engines!

Search engines are the keys to navigating the tangled lines of the Internet. The main search engines—AltaVista, Excite, Infoseek, Lycos, WebCrawler, and Yahoo!—all basically do the same thing. You type in a term, and they list documents on the Internet that use that term. Not only that, but search engines prioritize the results they find, listing first the documents you're most likely to use, and they provide colored hypertext links that will automatically transport you to the pertinent sites. Sounds easy, right?


Search
Usenet
and Display the Results
in Compact Form
"Duke Nukem 3D"
Submit

Documents 1-30 of about 1000 matching the query, best matches first.

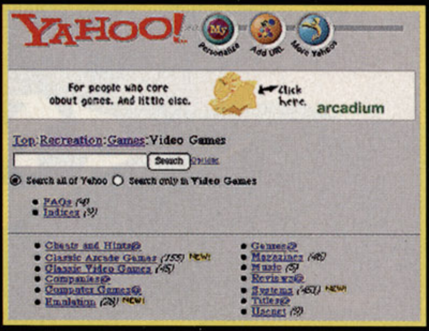
With AltaVista, you can get more results to appear on a single page if you switch the Display the Results box to Compact Form.

Unfortunately, search engines do their jobs *too* well. They'll find literally every Internet use of the words you give them, which means you get thousands of documents you don't want. For example, conduct an Excite search for **quake,** and you'll get 52,000 results, some of them pertaining to earthquakes, not id Software's hot shooter.

Zero in on Your Search

To shorten the list of possible results, you can make your search terms more precise. For starters, always type game titles with the first letter capitalized, especially if it's a multi-word title. That way, the search engine treats the group of words as a proper noun, and it will find only the documents that use the entire title. Otherwise, if you type a multi-word title in all lowercase letters, like **super mario 64,** the search engine will locate all documents containing the word **super,** all documents with **mario,** and all documents with the number **64** (on Infoseek, that's an overwhelming 675,000 documents).

You should also place quotation marks around multi-word search terms to force the engine to treat all the words as a single term. By adding quotation marks around **"Super Mario 64,"** an Infoseek search pares that list of 675,000 sites down to a more manageable 875.


YAHOO!
My
Personalize
Add URL
More Yahoos
For people who care about games. And little else.
Click here.
arcadium
Top:Recreation:Games:Video Games
Search
Options
● Search all of Yahoo ○ Search only in Video Games
FAQs (4)
Indices (3)
Cheats and Hints@
Classic Arcade Games (155) NEW!
Classic Video Games (45)
Companies@
Computer Games@
Emulation (28) NEW!
Games@
Magazines (48)
Music (5)
Reviews@
Systems (451) NEW!
Titles@
Usenet (9)

Yahoo divides Web sites into big categories. One of them is Video Games, with over a dozen subcategories like Companies, Reviews, and Cheats and Hints *(http://www.yahoo.com/Recreation/Games/Video_Games/).*

Narrowing Your Search

Include these terms in your search for game info to shorten the list of results. Join terms with a plus sign to find only documents that use both terms:

- Game name
- Company name (id Software, Midway, and so on)
- Game enhancer you have (Game Genie, Game Shark, and so on)
- Name of a move or weapon
- Name of a character
- If there's a movie of your game (such as *Independence Day* or *Mortal Kombat*), limit your search to just the game by including in your search terms a minus sign and the word **movie.**
- If there are versions of your game for different platforms, include in your search terms a minus sign and the name of the platforms you don't want results for (each platform gets its own minus sign).

Do the Math, Part One

Depending on the search engine, you can narrow your search even more by adding words to your search terms, all joined together by either a plus sign (+) or the word **AND** in all capital letters. Don't put spaces around + or **AND,** just link all the words together.

Here's an example of how to use a plus sign. An Excite search for **tomb raider** generates 51,000 documents, including many that discuss Egyptian tombs. **Tomb Raider** narrows the list to 2400; **Tomb Raider+Playstation** cuts the list to 800; **Tomb Raider+PlayStation+cheats** yields 200 documents; and **Tomb Raider+Playstation+cheats+level** brings 99

WEBCRAWLER
Just what you're looking for!
Find the best CHAT ROOMS on the Web
Search
Search tips
Arts
Business
Chat
Computers
Education
Games
Health
Internet
Kids
Life
News
Politics
Recreation
Reference
Science
ShowBiz
Sports
Travel

Instead of plus and minus signs, WebCrawler recognizes the words AND and NOT (both capitalized). Consult their Search Tips pages for detailed examples *(http://www.webcrawler.com/WebCrawler/SearchTips.html).*

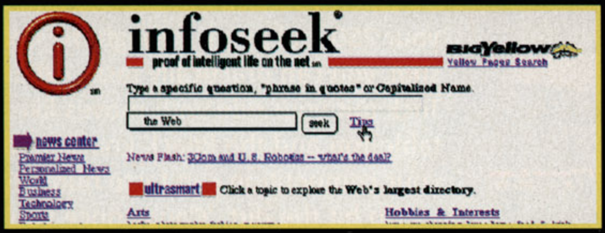
Leader
55 MPH
Place Lap
1 2/5
0:06:53
64 MPH
Place Lap
5 1/5
REPLAY
PRESS X TO
CONTINUE
Why go out for mud when you can have it delivered?
PLAYMATES INTERACTIVE ENTERTAINMENT
PIE
VMX
RACING
PlayStation
STUDIO E
KIDS TO ADULTS
K-A
AGES 6+

See, in VMX Racing,™ both you and your bike have fully articulated bods, which means infinite opportunities to sling soil. And VMX has lapped those other Motocross games with the haulingest enduros and stadiums in the country. We've road tested and **totally 3-D repro'd 6 tracks** including San Jose National (watch that radioactive waste), and Tijuana (think of yourself as a Mexican jumping bean on full throttle). And for the ultimate visceral experience: **4 different points of view.** So when you kick out the ass-end of your 250 and pop it through the holeshot, you can practically taste exhaust. Trick out your ride with moves like the table-top and the knack-knack, and your competition can taste humility.

So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.

http://www.playmatestoys.com

VMX racing developed by Studio E. ©1997 Studio E. All rights reserved. Studio E and the Studio E logo are trademarks of Studio E. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. PIE is a trademark of Playmates Interactive Entertainment.


infoseek
proof of intelligent life on the net
BigYellow
Yellow Pages Search
the Web
seek
Tips
news center
Premier News
Personalized News
World
Business
Technology
Sports
ultrasmart
Arts
Hobbies & Interests

Type a specific question, "phrase in quotes" or Capitalized Name.

News Flash: 3Com and U.S. Robotics -- what's the deal?

Click a topic to explore the Web's largest directory.

InfoSeek *(http://www.infoseek.com)* ***uses plus and minus signs to narrow searches. Click on Tips next to the Search box for more info.***

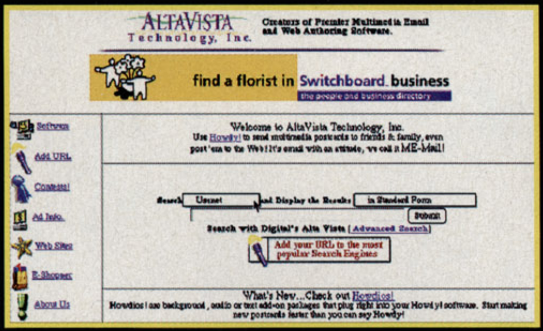
possibilities, with the level-select cheat listed right at the top. Now *that's* smart searching.

Using Usenet

Usenet is another way to get game information. The term stands for "USEr NETwork" and represents a wide collection of ongoing conversations being conducted around the world on almost any topic. These conversations are grouped together as newsgroups based on common themes; there are over 10,000 newsgroups in Usenet.

Using a newsgroup is like sending e-mail to thousands of people at once who can all reply to you or add comments to your message. These aren't chat rooms, where the conversations happen in real-time. Instead, newsgroups offer threads of posted messages from different readers over time. Newsgroups also offer lengthy files (such as strategy guides) and images to download. You need newsreader software to access newsgroups, but every major browser (such as Netscape Navigator and Internet Explorer) has a newsreader.

Newsgroups like *rec.games.video.nintendo* are more than groups of files; they represent the work of gamers who are enthusiastic about a particular game or type of game. You won't find fancy graphics or flawless text, and some of the sites come and go.


ALTAVISTA
Technology, Inc.
find a florist in Switchboard business
the people and business directory
Software
Add URL
Contests!
Ad Info.
Web Sites
E-Shopper
About Us
Search
Usenet
and Display the Results
in Standard Form
Submit
Search with Digital's Alta Vista [Advanced Search]
Add your URL to the most popular Search Engines

Creators of Premier Multimedia Email and Web Authoring Software.

Welcome to AltaVista Technology, Inc.
Use Howdy! to send multimedia postcards to friends & family, even post 'em to the Web! It's email with an attitude, we call it ME-Mail!

What's New...Check out Howdios!
Howdios! are background, audio or text add-on packages that plug right into your Howdy! software. Start making new postcards faster than you can say Howdy!

In the AltaVista *(http://www.altavista.com)* ***and the Infoseek*** *(http://www.infoseek.com)* ***search engines, click on the word Search above the Submit bar to switch your search between the Web and Usenet.***

Common Search Engines

These search engines are listed according to their search speed (fastest to slowest), though faster searches may not necessarily be the best ones, because the slower search may yield more info. Check each site for specific help with refining your searches.

AltaVista: *http://www.altavista.digital.com*
Excite: *http://www.excite.com*
Infoseek: *http://www.infoseek.com*
Webcrawler: *http://www.webcrawler.com*
Yahoo: *http://www.yahoo.com*
Lycos: *http://www.lycos.com*

GamePro Online

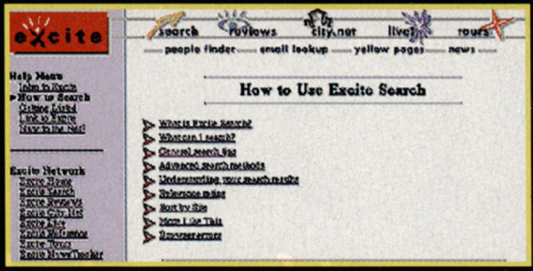
Head to GamePro Online for these areas full of game cheats.

The Web Site *(http://www.gamepro.com)*

- **Back Issues:** A year's worth of back issues filled with tips, tricks, and strategy
- **Special Interest Groups:** Strategies for sports, PC, and fighting games, plus an archive of SWATPro cheats
- **What's New and Current Issue:** Tips, tricks, and strategy from the latest issue of ***GamePro***
- **NetPro:** Links to game-related Web sites

On AOL (keyword: *GamePro*)

- **File Vault:** Hundreds of downloadable tips, tricks, and strategy files created by readers
- **SWAT Tips:** Cheats from the ***GamePro*** editors for hundreds of console and arcade games
- **GamePro Archive:** Two years' worth of back issues filled with tips, tricks, and strategies


excite
search
reviews
city.net
live!
tours
people finder
email lookup
yellow pages
news
Help Menu
Intro to Excite
How to Search
Getting Listed
Link to Excite
New to the Net?
Excite Network
Excite Home
Excite Search
Excite Reviews
Excite City.Net
Excite Live
Excite Tours
Excite NewsTracker

How to Use Excite Search

- What is Excite Search?
- What can I search?
- General search tips
- Advanced search methods
- Understanding your search results
- Sort by Site
- More Like This

All the search engines provide tips to help you refine your searches. Excite's search info is at *http://www.excite.com/Info/searching.html.*

Do the Math, Part Two

To find a newsgroup with files you want to download or messages you want to reply to, use the same search techniques described above for documents or Web sites. You can also use minus signs to help narrow your search, though. On AltaVista, **"Mortal Kombat"** generates about 3000 Usenet sites; **"Mortal Kombat"+"Super Nintendo"–Genesis** means that you'll find only Mortal Kombat sites concerning the SNES game (about 700 sites). Do the reverse to see the difference: **"Mortal Kombat"+Genesis–"Super Nintendo"** yields only 22 results.

Searchin' Like a NetPro

If you're not using search engines to look for game-related info, you're not learning everything you can about your games. And if you're not accessing your favorite game's newsgroup, you're not sharing in all the activities created by the community of gamers. Remember: There's so much information on the Internet that doing the math can help you search for only those documents and Web sites that you really want. G

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@gamepro.com

Internet
lol
click
Net
browse
explore
web
discover
links
surf
excitement
action
You're a GamePro!
Check out the July
issue and become a...
NETPRO
The Ultimate Guide to Internet Entertainment

FINAL FANTASY VII

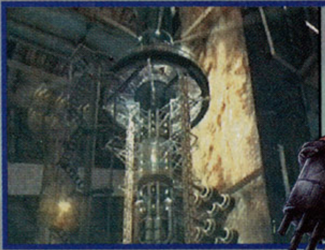
The first 32-bit Final Fantasy game released in Japan to record sales, but does the game maintain Final Fantasy's tradition of excellence? Find out in this ProReview of the Japanese version.

By Nob Ogasawara

The announcement that Final Fantasy VII would appear for the PlayStation sent shock waves rippling through the Japanese video game community. It marked the end of Square's long-time association with Nintendo and the beginning of a new era with Sony. Upon release, the three-CD RPG shook Japan again by registering sales of over 2 million games in just three days. So does Final Fantasy VII live up to the hype? In a word: Yes!

An Epic Fantasy

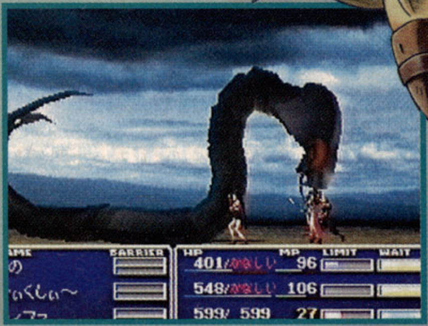
The story focuses on Cloud, a former soldier, and his compatriots in a terrorist organization which is fighting the Shinra Company, a monopolistic power company that's draining the very soul of Cloud's planet. Romance, adventure, terror, inspiration, humor, and just about anything else you can think of is woven into the vast story line. FFVII's probably the most well-defined tale of the Final Fantasy series, thanks to the three-CD-ROM format. The spacious storage media enabled Final Fantasy's designers to flesh out the supporting cast in ways that weren't possible in the past.



Shinra blows up the pillar supporting the floating city over Slum #7 to place blame on the ecology-minded terrorists.

New Gameplay

The basic gameplay design remains true to the FF series' tradition. The big change is in the casting of magic spells, which now require the use of specific Materia crystals that must be fitted in slots on weapons and armor. Otherwise, the game should be easy to get into, especially if you're familiar with preceding FF titles. When necessary, tutorial-like lessons are provided for special sequences such as a 3D chase scene and a hide-and-seek section.

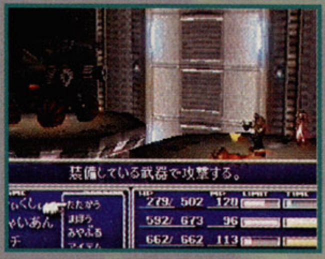


Chocobo and Moglin summon a spell. Boom!

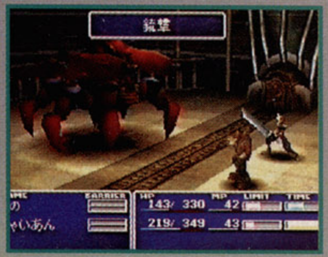
Fantastic Graphics and Sound

It's rumored Square spent close to $30 million developing FFVII. It certainly shows. For the most part,

This view of Shinra headquarters represents one of the many awesome computer-generated scenes in Final Fantasy VII.



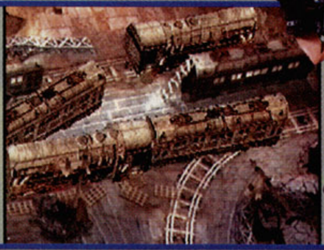
PROTIP: Hundred Gunner and Heli Gunner attack the escaping party in an elevator. It's impossible to do physical attacks, so use magic and items. But look! They're mechanical! Zap them!



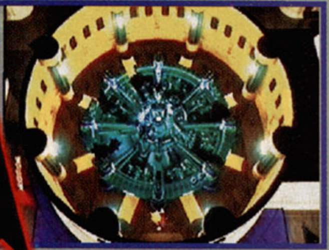
PROTIP: Enemies usually have specific weaknesses. For example, the first boss, Guard Scorpion, is a mechanical unit. Therefore, it's weak against Thunder spells.

Final Fantasy VII: Made in the U.S.A.

The American version of Final Fantasy VII is currently in the hands of translators. Sony has the U.S. debut slated for September. The American version will feature the same gameplay as in the Japanese original.



PROTIP: If you're stuck in the rail junkyard, look for trains that don't quite fit.



PROTIP: Find the missing pieces of the city model to obtain a floor key.

the 3D graphics use gorgeous computer-generated images as backgrounds and polygons for characters. The combination looks a bit odd, but it's surprisingly effective—especially during events in which characters convey subtle emotions with lifelike body language. Battles occur entirely in the blocky polygonal style, but extravagant special effects and freely moving camera angles help keep the action fast and furious.

FFVII's equally fabulous sonic atmosphere resounds with superbly crafted sound effects and a stirring soundtrack by composer Nobuo Uematsu.

Fantasy Come True

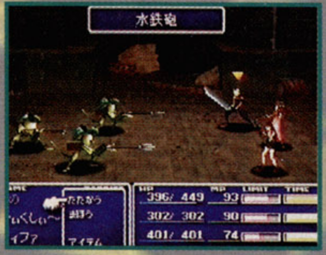
Final Fantasy VII doesn't just live up to the expectations of gamers, it surpasses them. This RPG towers over the competition in terms of graphics, sounds, story, and playability. This game defines an entirely new standard—perhaps an insurmountable level of excellence—against which all RPGs must be measured.

Final Fantasy VII by Square of Japan

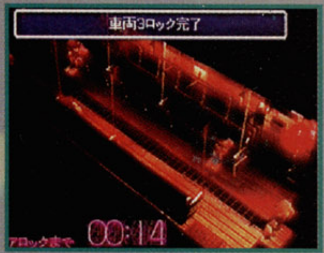
Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Available now in Japan; available in the U.S. in September
RPG
1 player

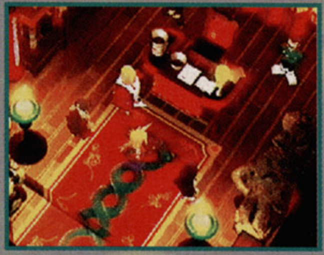
Multiple views
Challenge: Intermediate
Replay value: Medium
ESRB rating: Not yet rated



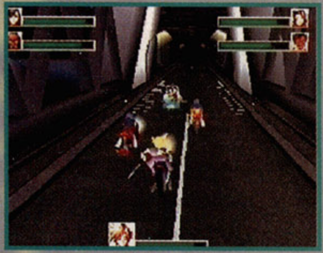
PROTIP: The sewer boss is weak against fire.



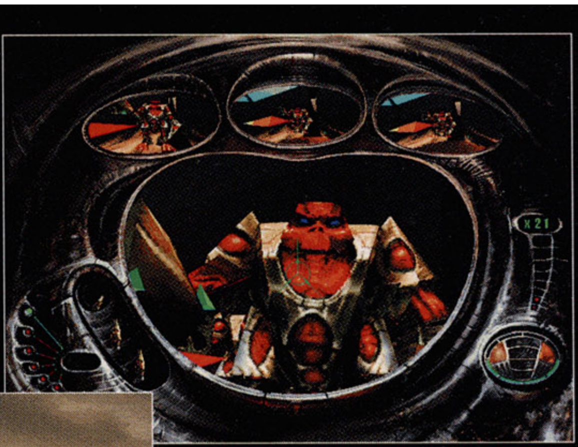
PROTIP: In the train, you must dash to the next car before the countdown stops, or the security system detects you.

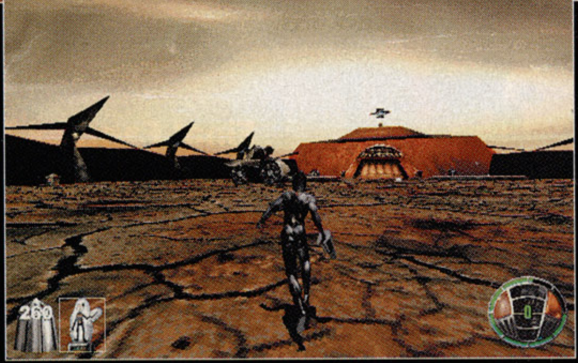


PROTIP: Cloud must dress in drag to rescue Tyfa from the lecherous Don Corneo. Get the tailor to make you the dress, and obtain a wig from the guys at the gym.



PROTIP: In the 3D bike-escape sequence, you can wipe out enemies by forcing them into the wall.





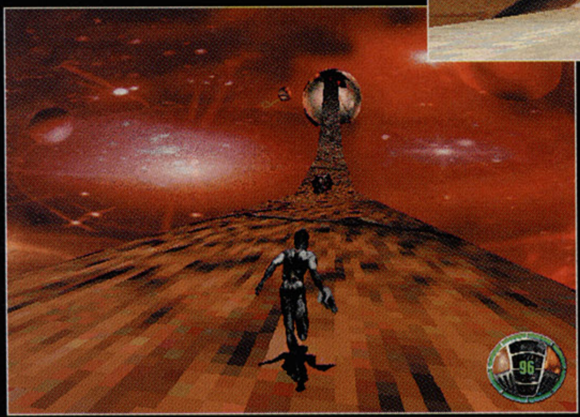
"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."
– PC GAMER

"The ability to zoom in from a mile away within the sniper mode is remarkable."
– ELECTRONIC GAMING MONTHLY

THE WORLD WILL END IN 1999. THE

"One of the most innovative games ever created."
– GAMEFAN

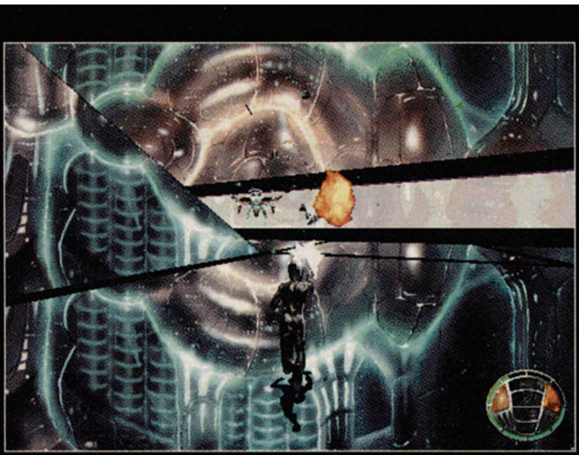
"...we could be looking at a 1997 Playstation game of the year..."
– GAMEFAN

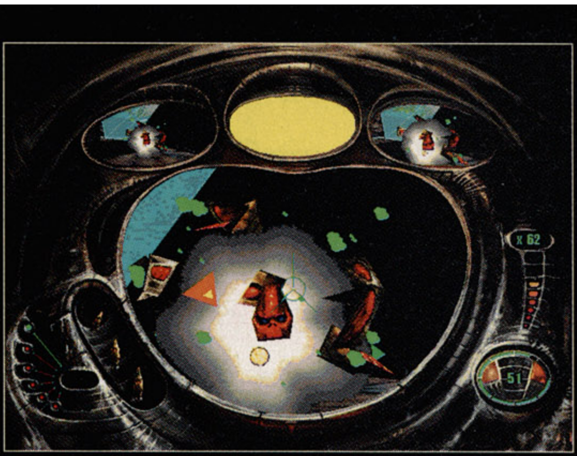


RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATING BOARD

PlayStation ™

Created by Shiny Entertainment, Inc. © 1997 Shiny Entertainment, Inc. MDK is a trademark of Shiny Entertainment, Inc. All rights reserved. Artwork and design © 1997 Playmates Interactive Entertainment Inc. PIE™ is a registered trademark of Playmates Interactive Entertainment Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.





Your planet is being bulldozed by the ton. Alien controlled mobile mining cities are strip-mining the earth's surface overrunning and crushing anything in their path…Unless you can stop them.

BATTLE TO SAVE IT WILL BEGIN SOON.

- Fully 3-D rendered graphics unlike anything you have ever before seen.
- Over 60 arenas spread out over 6 cities.
- Never before seen "sniper mode" that allows you to zoom in on the enemy and pick it off with astounding accuracy.
- The most sophisticated enemy artificial intelligence ever created. Fully reactive "smart enemies" think, listen, and communicate in a calculated assault on your life.
- An arsenal of totally innovative weapons and equipment including:
  - – A helmet-mounted sniper rifle that targets enemies from over two miles away.
  - – A living polymer suit that protects from piercing projectiles.
  - – A high-tech reusable parachute.
  - – Bombs... decoys... homing sniper grenades... and many more.
- Two styles of adrenaline-pumping game dynamics featuring first and third person point of view.

IT THINKS. THEREFORE IT KILLS.

Shiny Entertainment
www.shiny.com

http://www.playmatestoys.com

Playmates Interactive Entertainment
PIE

GAMEWORKS

READY FOR GAMEPLAY

A behind-the-scenes look at the new GameWorks arcades

By Bone

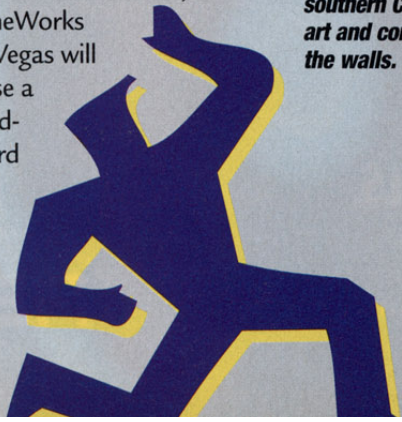
Last year, three entertainment powerhouses—Sega, Universal Studios, and DreamWorks SKG—announced that they were teaming up to design GameWorks, a series of state-of-the-art location-based entertainment centers (see "ProNews," January 1996). A year later, the first GameWorks sites are here.

The Revolution Is Here

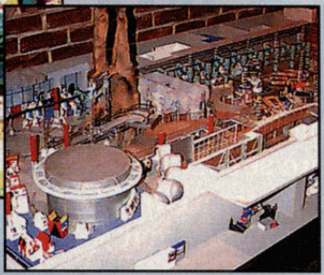
The GameWorks team hopes to reinvent arcades, starting with the Seattle, Washington, location and then a targeted expansion of another 100 centers by the year 2002. Typical of future centers, GameWorks Seattle offers top arcade attractions set in an atmosphere that the whole family can enjoy. They've even thought of a new way to pay: Instead of quarters, you'll carry a "smart card" that slides into the games like an ATM card.

To keep each GameWorks entertainment center different from the others, future sites will feature an attraction that is unique to that location. For instance, GameWorks Las Vegas will house a world-record 75-foot climbing wall with cameras posted to snap photos of you while you climb.

To appeal to all family members, every GameWorks will be divided into areas geared toward different interests. The Loft will feature classic arcade games and computers with Internet access for multiplayer gaming or Web cruising. For cutting-edge players, the Loading Dock will present hot new arcade games for immediate testing. There will also be two separate lounges, one where adults can gather and another where teens can socialize.

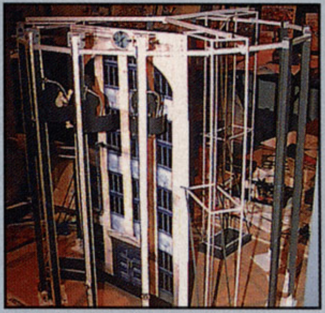


One hundred artists and engineers have joined forces to reinvent arcades with GameWorks.



The 50,000-square-foot Las Vegas site will feature a climbing wall (in the center of this model) and the Arena in the foreground.

The GameWorks offices are located at Universal Studios in southern California. Inspirational art and concept drawings cover the walls.



This model of Vertical Reality shows the four chairs ascending. The villains appear in the windows in front of the chairs.

GameWorks' Gameplay

In the Seattle GameWorks, the center's main gamesite is the Arena. This stadium-like setting is home to games that were created with input from Steven Spielberg, one of DreamWorks' founders. Three games are currently in operation.

The most intense is Vertical Reality, in which four players sit in chairs that ascend while they shoot bad guys appearing in the windows of a building in front of them. The seats rise 24 feet, then plummet downward so fast you might actually reach zero Gs and float from your seat.

Descent fans will enjoy the eight-player arcade version of that inside-the-earth vehicle shooter. Special mini-cams will display the faces of your opponents so you can watch them squirm.

If you're into the dino creeps, there's also an eerie, dark game in the vein of Jurassic Park. You'll sit behind the wheel of a jeep-like vehicle, wearing night-vision goggles. The gameplay relies on sound as much as sight while you try to avoid marauding dinosaurs.

In the Works

Having debuted in Seattle, GameWorks hits the Las Vegas Strip in May and then Ontario, California, this summer. These three towns are just the first stops in a wave of GameWorks fun centers that hopes to revolutionize arcades and show America a new way to play. G

Check Out GameWorks Online!

http://www.gameworks.com

http://www.sega.com/world/gameworks

Mortal Kombat Annihilation!

This summer the *Mortal Kombat* movie sequel is koming to a theater near you!

By Bone

There's no telling when or if Mortal Kombat 4 will hit the arcades, but *Mortal Kombat Annihilation,* the second movie based on the Mortal Kombat games, is definitely punching its way into theaters this August.

Producer Lawrence Kasanoff is trying to make *Mortal Kombat Annihilation* even more spectacular than the first movie, which earned a healthy $73 million in the U.S. "*Annihilation* is three times more ambitious than *MK,*" says Kasanoff. "Our theme for the sequel is to shoot for more—more fights, more special effects, more Outworld, more everything." More exotic international locations, too, which is why the film was shot in Israel, Thailand, Jordan, and London.

Cyrax

From left: Smoke, Liu Kang, and Kitana. Says Robin Shou (Liu Kang): "As in the first movie, Liu Kang continues to look for his destiny. He has to go through a series of trials to find himself, sort of like Luke in The Empire Strikes Back."

Rayden (James Remar) gives the boot to a Raptor.

Characters assemble on the Royal Road in the Outworld.

The Kombat Kontinues

MKA's story continues where the first movie left off, making the two movies one long adventure. "Annihilation" refers to Shao Khan's new attempt to destroy the world with one final strike, but at press time plot details were scarce. "Expect surprises," says Robin Shou, who plays Liu Kang in both movies. "I think fans always expect something new from a sequel, and they definitely get it in *MKA*. For one thing, they'll learn more about the characters."

Besides Shou, a few other familiar *MK* names are back for *MKA*. Talisa Soto returns as Kitana, and John Leonetti, the director of photography for *MK,* steps up as director of *MKA*.

Other roles have changed. Gone are Christopher Lambert (the original Rayden), Bridgette Wilson (Sonya), and Linden Ashby (Johnny Cage). All are replaced by new cast members, such as James Remar (the villain in *48 Hours*) and Liefoot (from *Indian in the Cupboard*).

The fighting, of course, is a hot topic for a movie with "Kombat" in the title. Thanks to fan requests, *MKA* contains a fight between Sub-Zero and Scorpion. Also new to *MKA* is a fight between an actor and a digital image. "In *MK,*" explains Kasanoff, "we showed a fight between a digital Johnny Cage and a digital Goro, but in *MKA* we'll show a real character going up against a digital Motaro." All the fights, he promises, are going to be "bigger and longer."

Raptors in the Outworld

Immortal Status?

What's next? Well, Shou's original *MK* contract was a three-picture deal. If *MKA* is a hit, Hollywood could possibly catch sequelitis once again. *MK 3,* anyone?

The Kombat Kast

Sub-Zero (left; played by MKA newcomer Keith Cooke Hirabayashi) backs up Liu Kang (Robin Shou).

Sandra Hess as Sonya

Talisa Soto reprises her role as Princess Kitana.

Jax (Lynn "Red" Williams) takes on Cyrax. Robin Shou choreographed the fights for all the characters in MKA.

OVERSEAS PROSPECTS

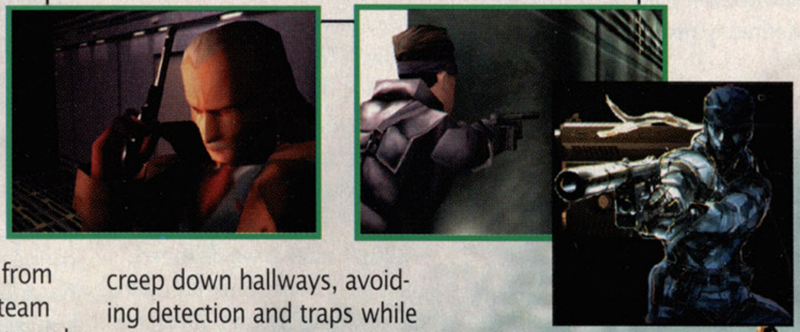
An International View on Video Games

Konami's readying two big releases for the PlayStation and Nintendo 64.

By Ken Ogasawara

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID



See the feature review of the Japanese version of FINAL FANTASY VII elsewhere in this issue!

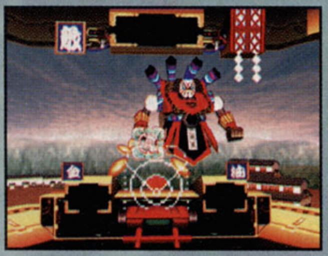
Metal Gear Solid comes from the same development team that produced Policenauts and Snatcher (the latter title was released in the U.S. on the Sega CD). In MG Solid, you play as Snake, a secret agent on an espionage mission. You creep down hallways, avoiding detection and traps while gathering information. There is some shooting involved, but this game is more focused on strategy than on twitch-style arcade action.

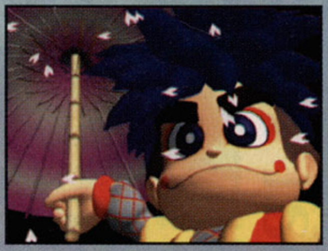
Metal Gear Solid (PlayStation)

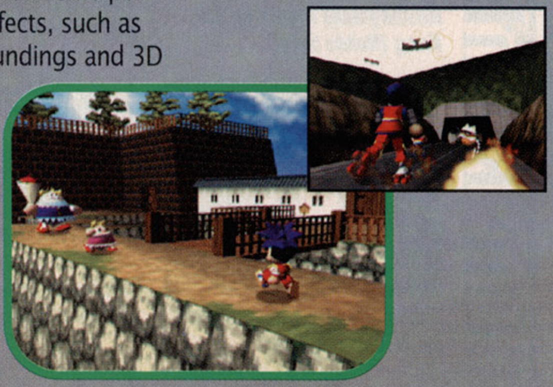
- Developed and published by Konami
- 1 player
- Action/adventure
- Available Fourth Quarter '97 in Japan

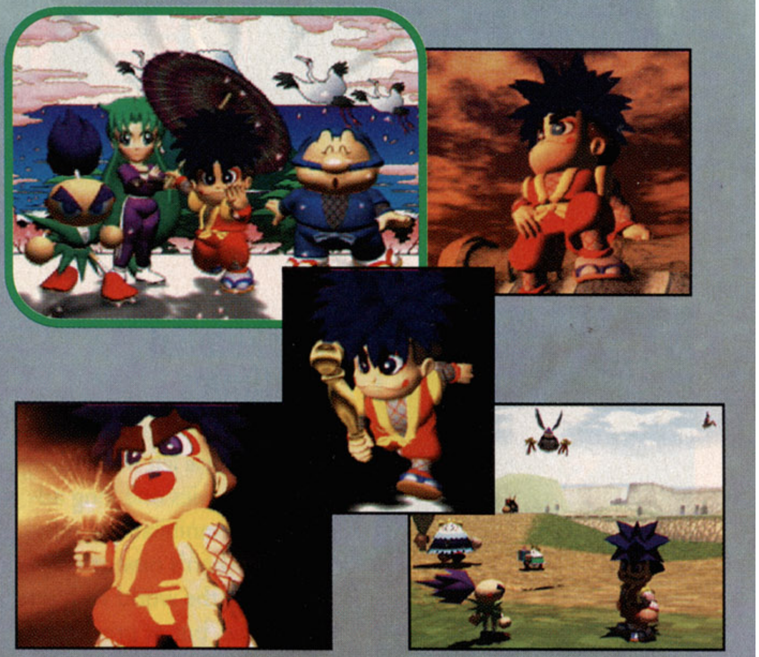
Gambare Goemon 5

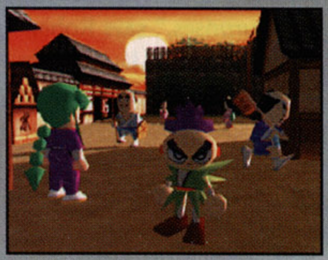
Remember Legend of the Mystical Ninja for the Super NES? Now Goemon is going to the Nintendo 64 in Gambare Goemon 5. Instead of the 2D look of the 16-bit title, Gambare puts Goemon in a fully developed 3D world that's reminiscent of the one in Super Mario 64. You guide Goemon, along with three sidekicks, through a series of hop-n-bop item-hunting adventures set in medieval Japan. The jump to the Nintendo 64 adds some polished visual effects, such as detailed surroundings and 3D movements from the Goemon Impactor robot. Could this episode of the Mystical Ninja be legendary? G





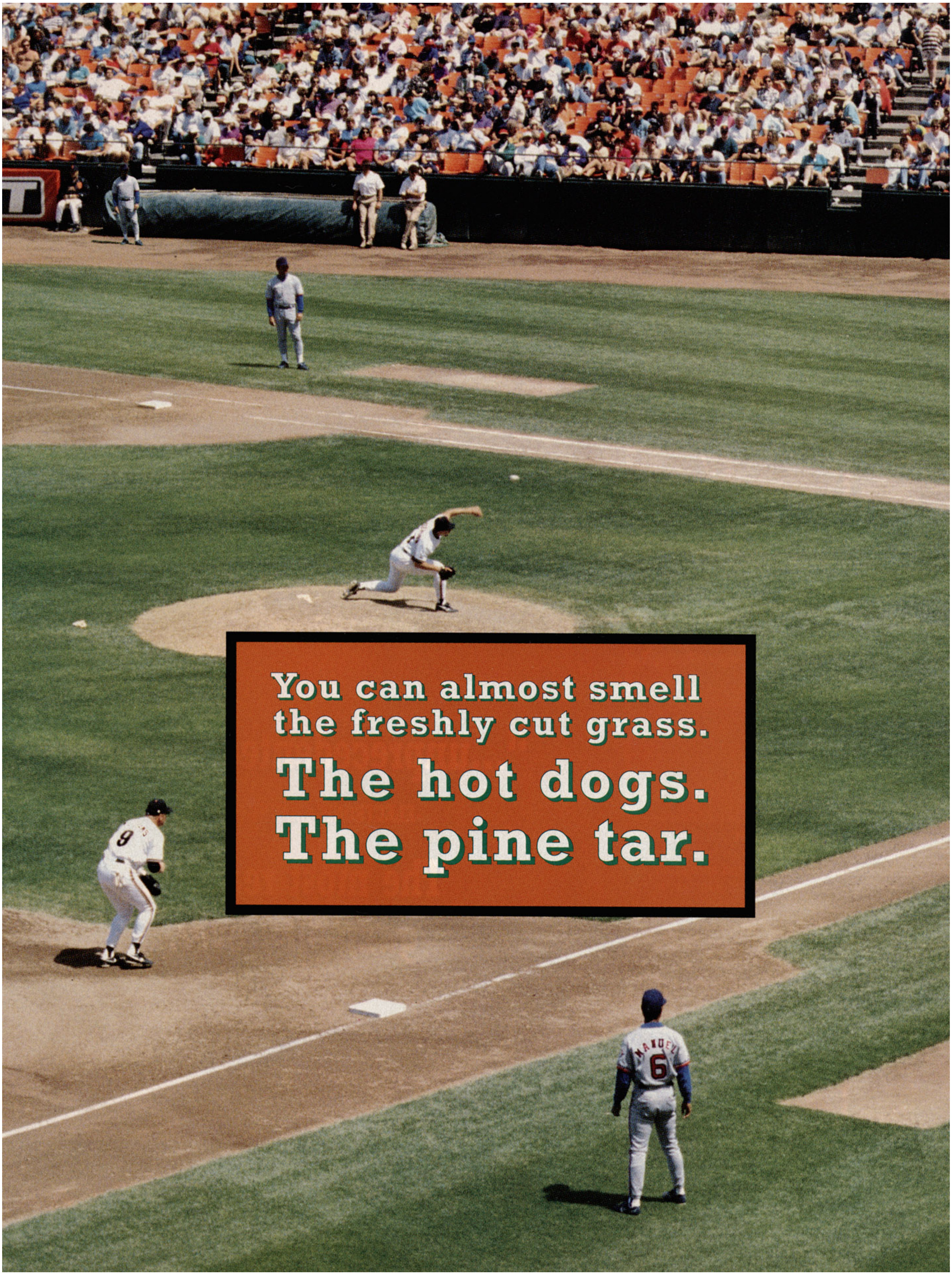






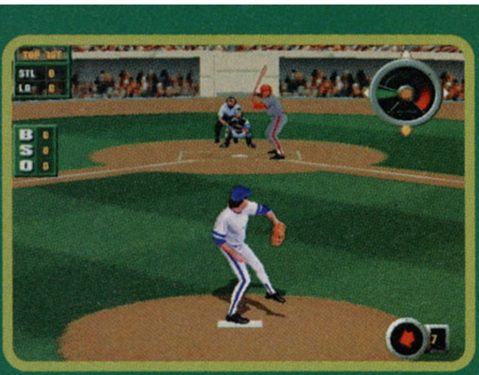
Gambare Goemon 5 (Nintendo 64)

- Developed and published by Konami
- 1 player
- Action/adventure
- Available Spring '97 in Japan

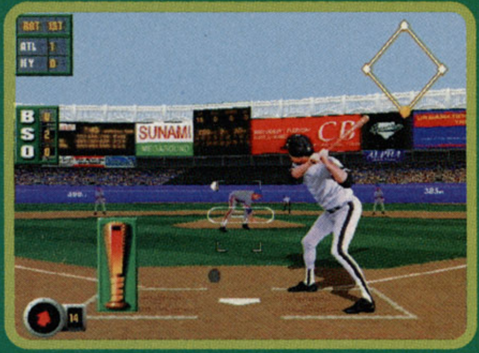


You can almost smell the freshly cut grass.

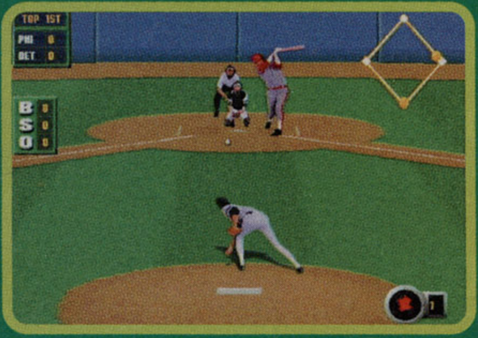
The hot dogs.
The pine tar.



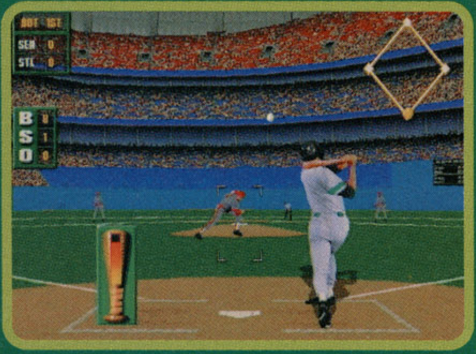
Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



Unique **Batting Meter** lets you keep your eye on the ball and control the power in your swing ...everything it takes to find the sweet spot and "park one."



On-the-fly **3-D environment** and free-moving camera give you the action from field level in 28 authentic stadiums. **Accelerated animation** provides the smoothest, fastest graphics for the most realistic baseball action.

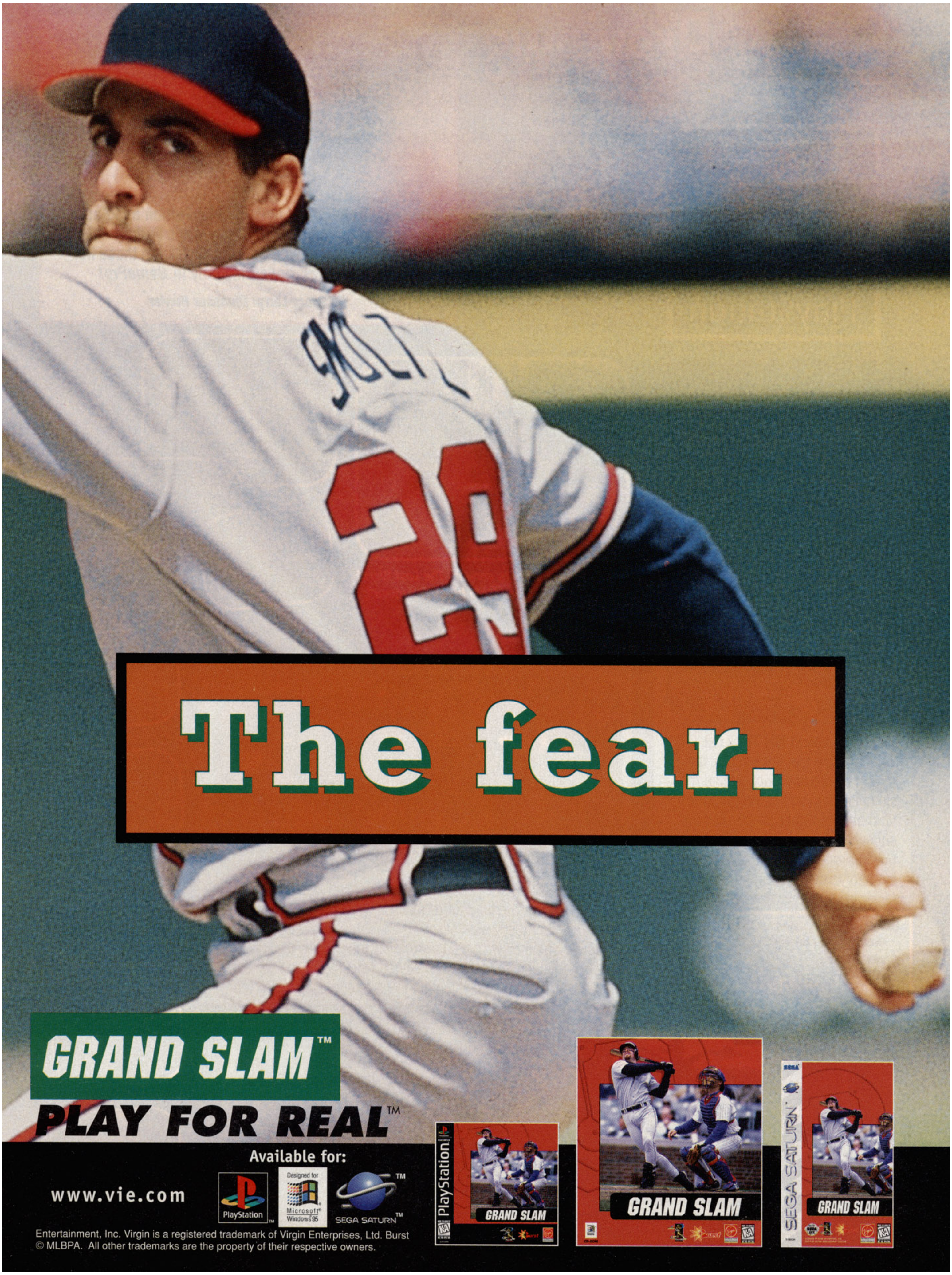


Superior **Artificial Intelligence** creates over 800 MLBPA players and prospects who think, move and play like the pros, based on up-to-date player statistics by STATS Inc.® It's your average against theirs. And they didn't come to the majors to lose.

"...unprecedented control."
-ELECTRONIC GAMING MONTHLY
The most realistic gameplay ever.

Virgin Interactive entertainment Burst™ KIDS TO ADULTS K-A CONTENT RATED BY ESRB PLAYERS STATS INC.™ SPORTS TEAM ANALYSIS & TRACKING SYSTEMS 01 OR 02 PLAYERS

© 1997 Virgin Interactive Entertainment, Inc. All rights reserved. Grand Slam is a trademark of Virgin Interactive is a trademark of Virgin Interactive Entertainment, Inc. Official Licensee – Major League Baseball Players Association.


The fear.
GRAND SLAM™
PLAY FOR REAL™
Available for:
www.vie.com
PlayStation™
Designed for Microsoft® Windows® 95
SEGA SATURN™
PlayStation
GRAND SLAM
GRAND SLAM
SEGA SATURN
GRAND SLAM

Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Burst
© MLBPA. All other trademarks are the property of their respective owners.

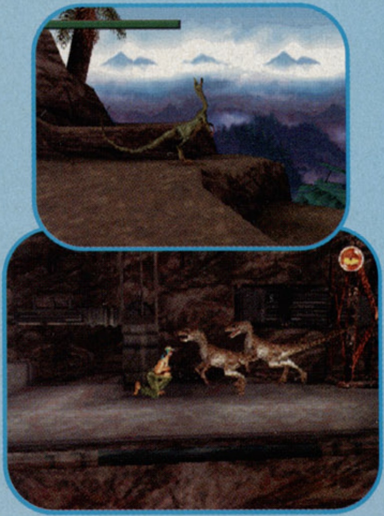
IT'S OUT OF THE PARK!

Here are previews of both the PlayStation and Saturn versions of The Lost World: Jurassic Park, just in time for the movie's premiere! Check out these hot exclusive pics, appearing only in *GamePro!*

By Scary Larry: Dinosaur Hunter

PlayStation

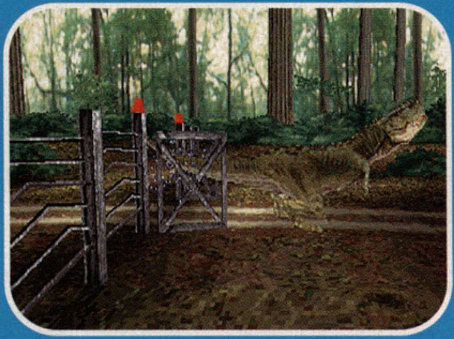
Rex Rocks

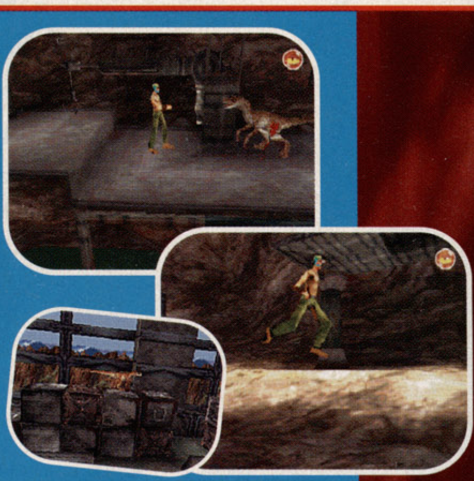


Incredible sound fills The Lost World. Using the film's score, the strong symphonic background music really puts you in the mood for dino huntin'. Other effects, like the squealing Compy and the thunderous approach of Brontosaurs, also lend sonic depth.

Developed and published by DreamWorks Interactive
Available June

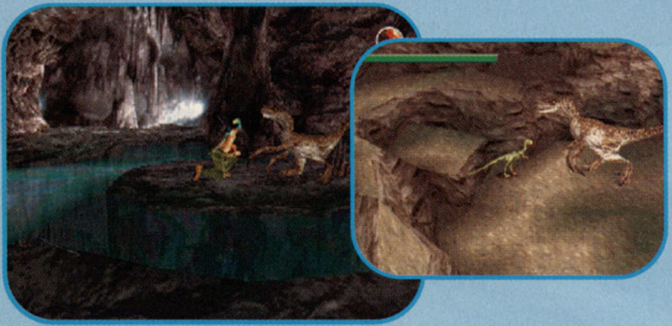
60% COMPLETE



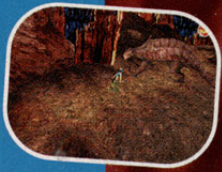


In this 60 percent beta version, The Lost World looks like it will be as big a hit as the movie!

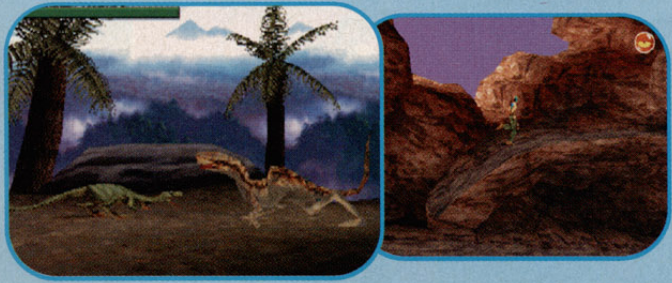
The Beast Is a Beauty



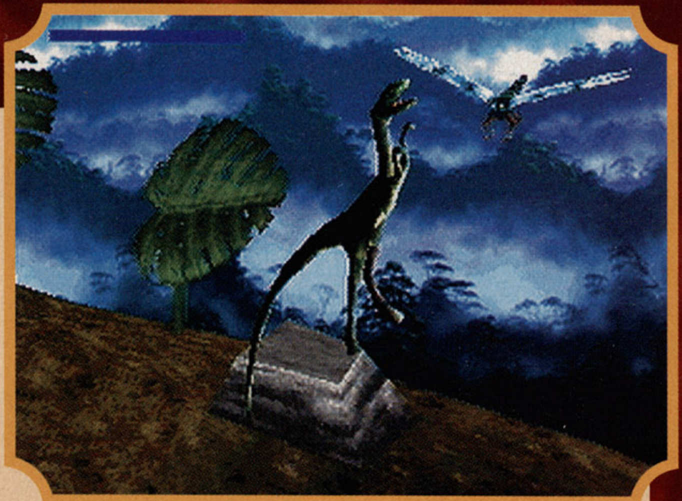
Graphically, The Lost World looks impressive! Lush 3D backgrounds accent the fluid, ultra-realistic movements of the characters in this mostly side-scrolling adventure. Cool effects, like reflective pools of water, add stunning touches to the game. Other scenes, such as the fire-ravaged forest level and the eerie underwater stages, make us pant like a hungry Raptor for more!



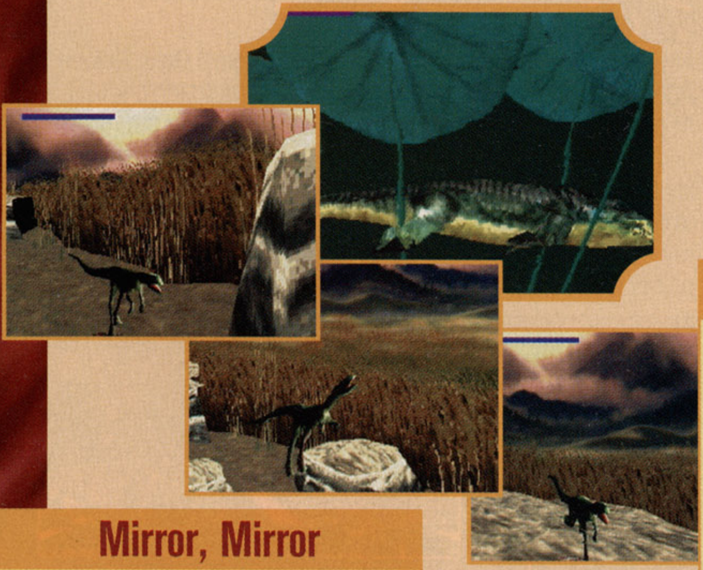
A World Above the Rest



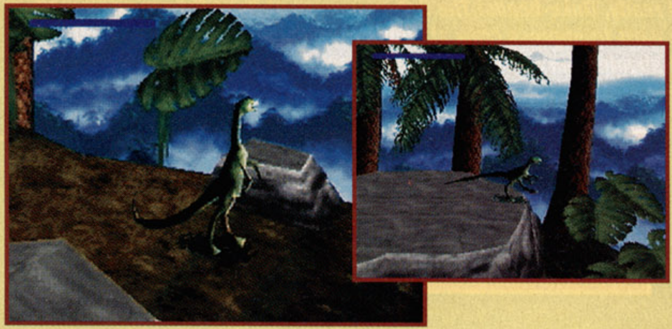
The Lost World has all the earmarks of success: a great movie tie-in, solid graphics, and interesting gameplay (it also doesn't hurt to have a few man-eating monsters thrown in). Look for the review in *GamePro* soon!



Not to be outdone by the PlayStation, Sega also has plans to open up Jurassic Park to the Saturn-owning public. Here are some of the very first screens of The Lost World for the Saturn!

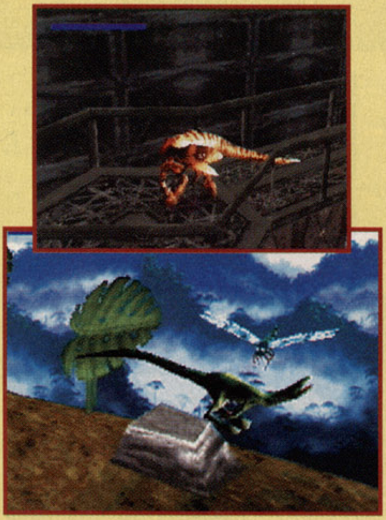


Dino Might



Even though the PlayStation game is about three weeks ahead in development, these pics show how far Appaloosa Interactive (the team behind Ecco the Dolphin and Three Dirty Dwarves) has come with The Lost World for the Saturn. While it looks pretty much like a straight port of the PlayStation title, we anticipate that there may be some subtle changes in the gameplay.

Mirror, Mirror



The Saturn's game engine does a great job of mimicking the PlayStation's advanced sprite movement. The backgrounds in the Sega version have a more hand-drawn look than the PlayStation version's. Although each game's graphics differ slightly, both versions will feature similar story lines that require you to progress through the levels playing as human characters as well as different species of dinosaurs.

Developed by Appaloosa Interactive
Published by Sega
Available June

40% COMPLETE

EXCLUSIVE!

The Lost World—The Arcade Game!

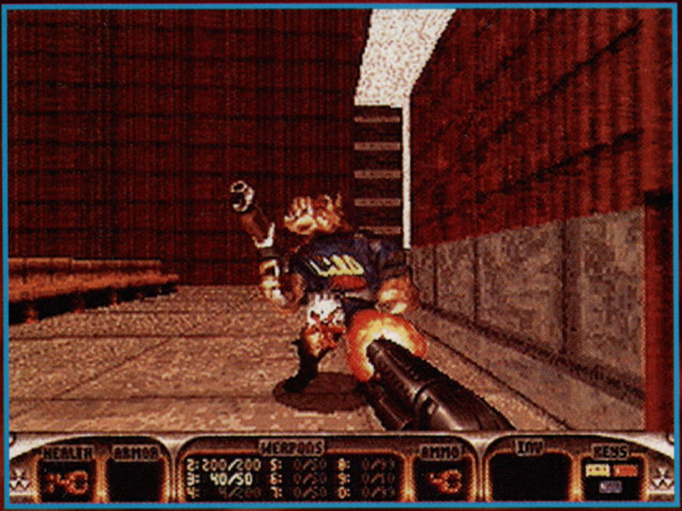
We just got word from Sega that a coin-op version of The Lost World is in the works. The game, which is being developed for the GameWorks arcades (see "GameWorks: Ready for Gameplay," this issue) is extremely early in development. We'll update you as soon as we get more from Sega or DreamWorks.

EXCLUSIVE!

Duke Nukem 3D

Saturn

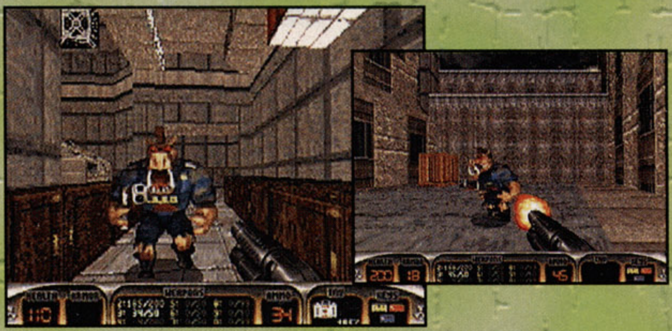
By Scary Larry



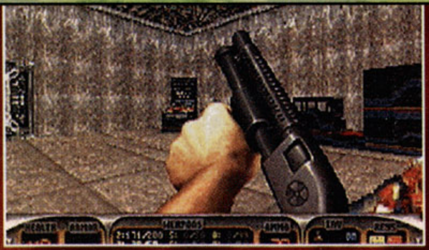
Get ready, Duke-heads! The Saturn version of Duke Nukem impressed the hard-to-impress crew at* GamePro*, making us wonder why all corridor shooters on this beleaguered system don't look this good! Check out these exclusive pics of Duke, available only in* GamePro*!

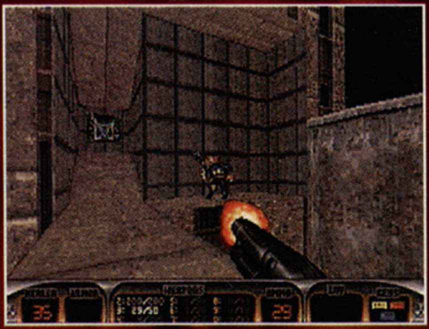
Developed by Lobotomy Software
Published by Sega
Available Summer '97
10% COMPLETE

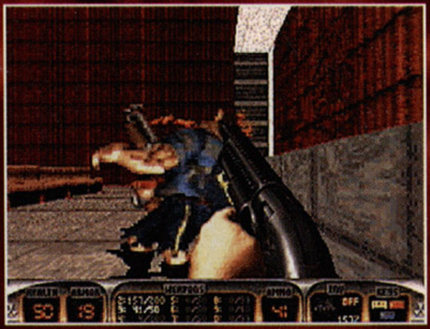
A New Nukem

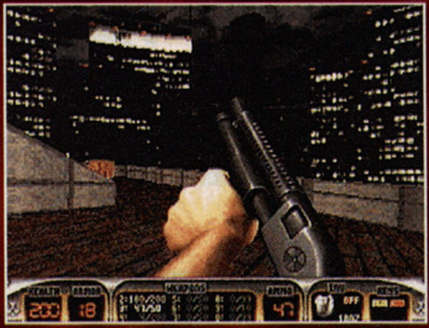


Although the game will contain the three original Duke Nukem PC episodes, there will also be some Saturn-specific levels. At press time, Sega was deciding whether some of the more risqué scenes (namely the strippers) will be cut. Another cause for joy—Duke Nukem will be Net Link-compatible! Get ready to rumble across the Net in death matches with this promising rev of Duke! Duke Nukem will definitely help Sega score major points with hardcore corridor gamers.

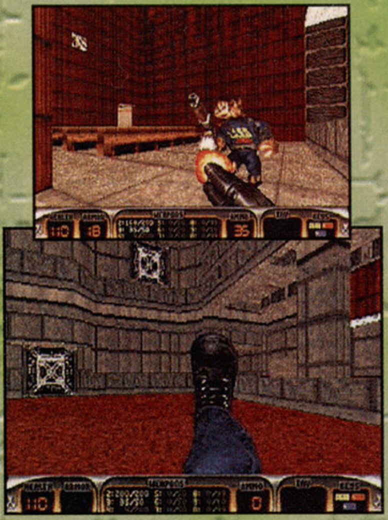






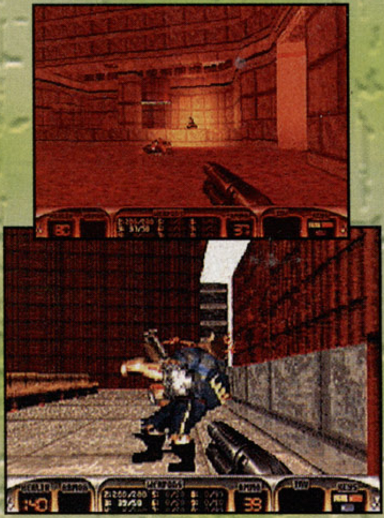


Team Works



The reason Duke looks this good this early is superlative programming. The game is being developed by Lobotomy Software, the awesome team behind Powerslave (the best corridor shooter on the Saturn so far). They will definitely push the envelope on the Saturn.

A World of Hurt



Although only 10 percent complete, this version of Duke blew us away! Fast and accurate, the game shows immense promise. As we walked through the very clean first level (set in a post-apocalyptic L.A.), the game moved well, experienced no slowdown, and suffered from absolutely no pixelization when enemies got up close and personal.

They have been born of fire —
hopefully they won't melt.
CLAY FIGHTER 63 1/3™
Interplay
BY GAMERS. FOR GAMERS.
RATING PENDING
RP
CONTENT RATED BY ESRB
NINTENDO 64

Developed and published by

Interplay™

BY GAMERS. FOR GAMERS.™

www.interplay.com

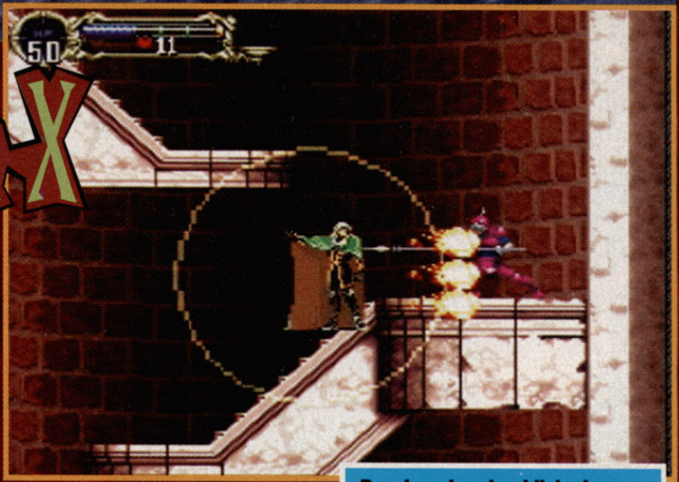
© 1997 Interplay Productions. All rights reserved. Clay Fighter 63 1/3 and Interplay are trademarks of Interplay Productions. All rights reserved. Nintendo, Nintendo 64, 3-D 'N' are trademarks of Nintendo of America, Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

HANDS-ON

PlayStation

Castlevania X

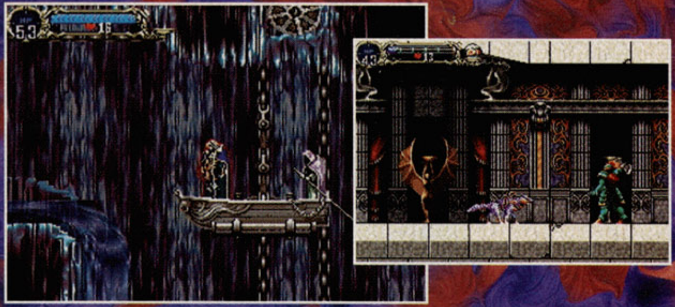
By Major Mike



Drac's back for more bloodletting in Castlevania X, and this time his son, Alucard, is out to undo the undead!

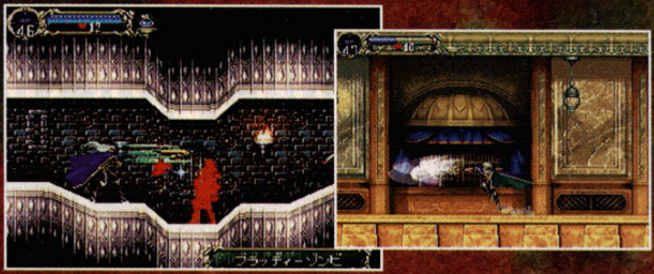
Developed and published by Konami
Available Second Quarter '97
60% COMPLETE

Gameplay to Wake the Dead



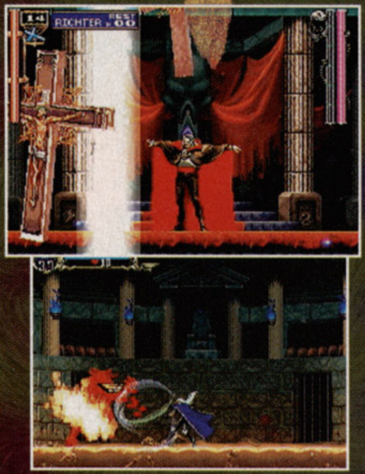
The early Japanese version of Castlevania X is a blast! As a nonlinear game, it doesn't have levels, so the gameplay areas are massive. The game is overrun with monsters, but Alucard has slick vampiric tricks up his sleeve: He can turn into a bat, a wolf, or a cloud of mist. And a hefty inventory of weapons helps: Alucard can carry a weapon in each hand to use alone or simultaneously for combo attacks!

Fearless Vampire Hunting

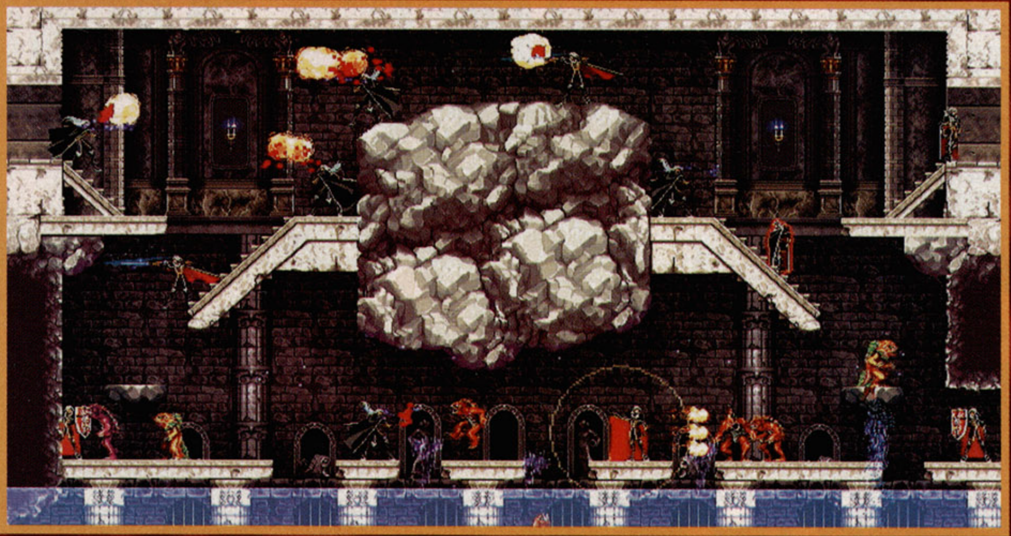


The controls in the prelim were easy to learn and very responsive. Even awesome advanced attacks, such as fireballs that require complex sweeping motions on the control pad (reminiscent of the fireballs in Street Fighter), were easy to X-ecute.

Graphics & Sounds With Bite



Castlevania X stays true to its stellar heritage, retaining the familiar 2D look that made it an 8-bit and 16-bit classic. The detailed backgrounds look particularly sharp, and the special effects are eye-popping. The dynamite soundtrack resounds with synthesized and orchestrated music.

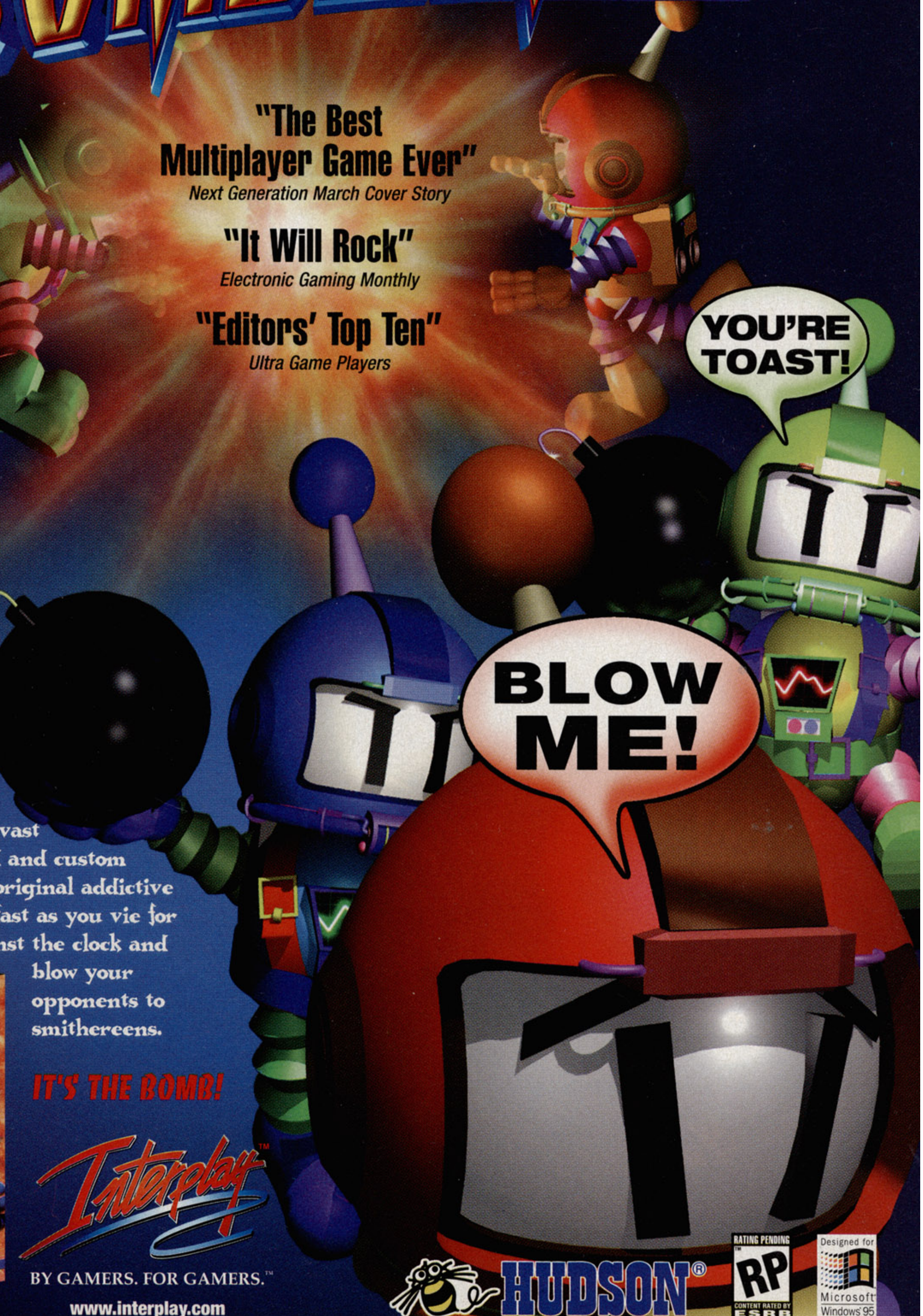


ATOMIC BOMBERMAN™

"The Best Multiplayer Game Ever"
Next Generation March Cover Story

"It Will Rock"
Electronic Gaming Monthly

"Editors' Top Ten"
Ultra Game Players



THE BLAST IS BACK & MORE CHAOTIC THAN EVER!

Since 1989 Bomberman has been defined by gamers as the ultimate multiplayer game. Now "the man" is available in an enhanced 10-player multiplayer package complete with 3D rendered graphics, new character animations, and a vast repertoire of spiteful canned and custom taunts. Keeping true to the original addictive gameplay, you better think fast as you vie for deadly power-ups, race against the clock and blow your opponents to smithereens.

ATOMIC BOMBERMAN
MULTIPLAYER MAYHEM

IT'S THE BOMB!

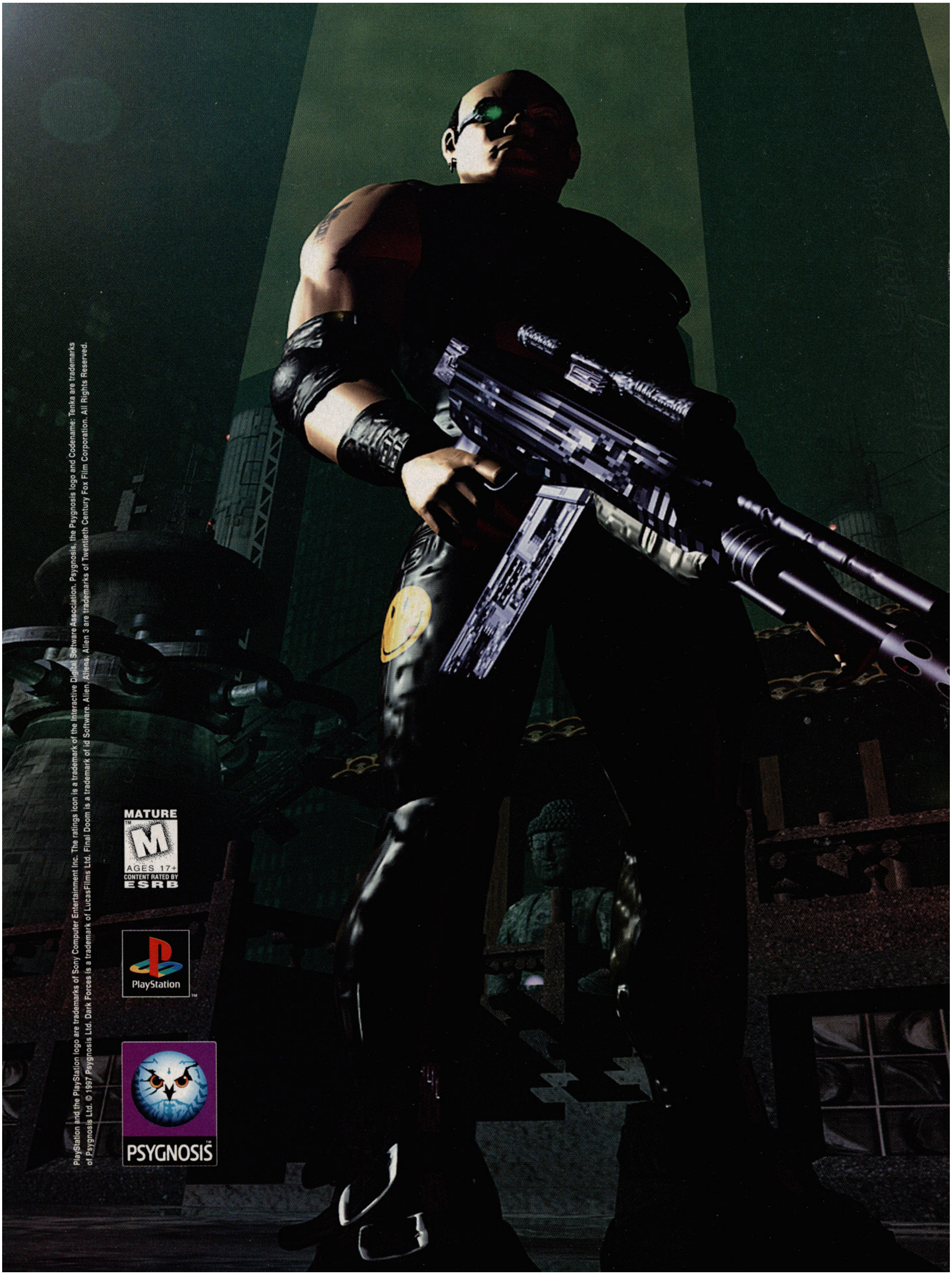
Interplay™
BY GAMERS. FOR GAMERS.™
www.interplay.com

HUDSON®

RATING PENDING RP CONTENT RATED BY ESRB

Designed for Microsoft® Windows® 95

©1997 Hudson Soft Co.,Ltd. All rights reserved. Atomic Bomberman is a trademark of Hudson Soft Co.,Ltd. All rights reserved. Interplay is a registerd trademark of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor. Licensed from Hudson Soft Co., Ltd. Windows and the Windows 95 logo are registered trademarks of Microsoft Corporation. All rights reserved. All other trademarks and copyrights are property of their respective owners.


MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
PlayStation
PSYGNOSIS

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Psygnosis, the Psygnosis logo and Codename: Tenka are trademarks of Psygnosis Ltd. © 1997 Psygnosis Ltd. Dark Forces is a trademark of LucasFilms Ltd. Final Doom is a trademark of id Software. Alien, Aliens, Alien 3 are trademarks of Twentieth Century Fox Film Corporation. All Rights Reserved.

A lot of people have a problem with the
violence in video games.

We, for example,
feel it hasn't been realistic enough.

CODENAME TENKA™ An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them from putting man at the top of the extinction list. This is the real deal. This-is-the-baddest-most-realistic-kill-or-be-killed-switching-to-fully-automatic-how'd-you-like-a-nuclear-rocket-up-your-butt-?-did-I-just-feel-someone's-brain-splatter-on-my-face-?-corridor-shooting game ever built.

CODENAME: TENKA gives you features you just can't get in Dark Forces™ and Final Doom™:

- ▲ *Fully 3D playfield and enemies in a smooth non-pixellating environment.*
- ▲ *Freedom of movement to look up & down, jump and crouch while moving.*
- ▲ *Laser sighting on your gun to target more effectively.*

With terrific light sourcing, fluid controls, non-stop action and superb graphic quality, Tenka will blow you away.

"Makes the flat, pixellated characters in titles like Doom and Alien Trilogy pale by comparison." — *PSExtreme*

"...redefining the state of console shooters as we know them." — *Next Generation*

"This one kicks butt!" — *GamePro*

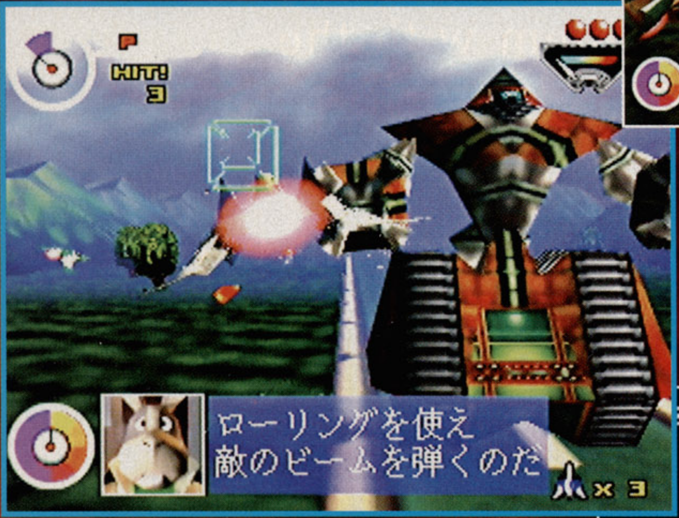
PlayStation
CODENAME
TENKA
MATURE
M
ESRB
PSYGNOSIS

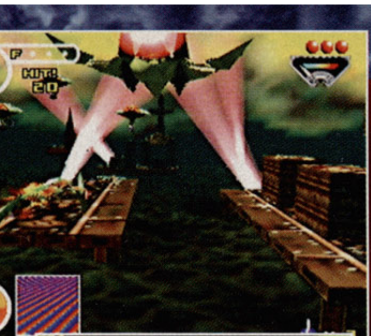
www.psygnosis.com

FIRST LOOK

Star Fox 64

Nintendo 64





こいつの情報を
送るケロ！

Nintendo's warming up its classic 16-bit shooter for an N64 debut, and judging from these early screens, Star Fox 64 will live up to its predecessor's stellar reputation. Playing once again as Fox McCloud, you and three wingmen (Falco, Peppy, and Slippy) face challenging space-combat missions from that familiar behind-the-ship perspective. The missions require teamwork with the wingmen, though—if one guy gets dusted, it's game over, man. A four-way split-screen mode also enables up to four pilots to dogfight in head-to-head combat.

McCloud and his crew do battle from the cockpit of an Arwing, a sleek fighter/bomber that can also morph into a tank, so you can kick butt on the ground as well as in the air. Star Fox will also support the Force Pak, a plug-in that will make the controller shudder and shake when you get hit or fire the big guns. *—Air Hendrix*

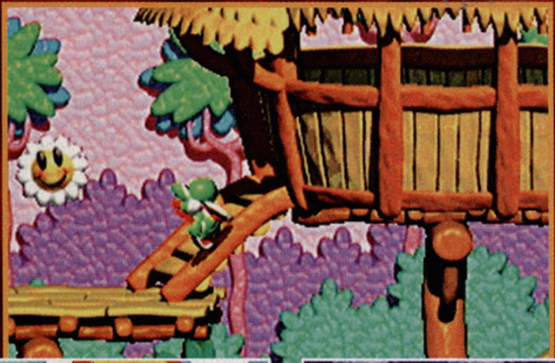
Developed and published by Nintendo
Available June
50% COMPLETE

FIRST LOOK

Yoshi's Island 64

Nintendo 64

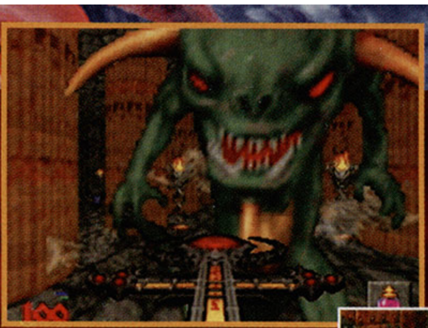
Details on this adventure are scarce, but Mario's sidekick is getting ready for the limelight again with a game that stays true to its Super NES roots. Yoshi's Island 64 has 60-plus stages loaded with that age-old style of Yoshi platform gameplay. The 2D graphics are souped-up with pre-rendered levels and creatures that greatly resemble the look of Donkey Kong Country, according to Nintendo. Background animations also keep the visuals lively.*—Air Hendrix*

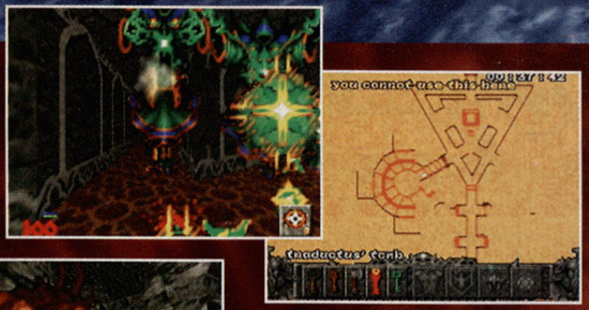


Developed and published by Nintendo
Available Fall '97
50% COMPLETE

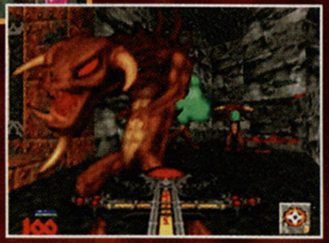
Hexen

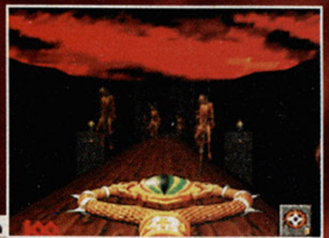
Nintendo 64

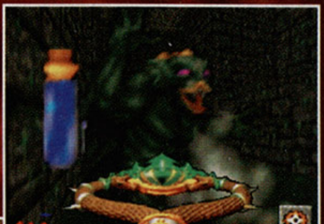


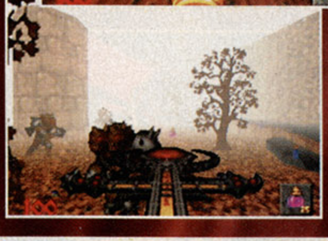


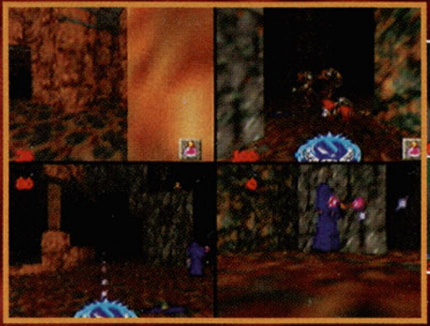
The sword-and-sorcery corridor-shooter Hexen joins Doom as another PC-to-N64 release. Instead of presenting new levels and monsters as Doom 64 does, Hexen casts the same 30 levels as the PC version, but with sharper graphics for the monsters and smoother gameplay. The addition of the four-way split-screen mode where a quartet of players can engage in a death match or in a cooperative game sweetens this Hexen. The preview version controlled adequately, but the frame rate tended to dip, especially during the four-player death match, resulting in choppy visuals. Hopefully, the game will overcome these hexes before it hits in June.—*Major Mike*

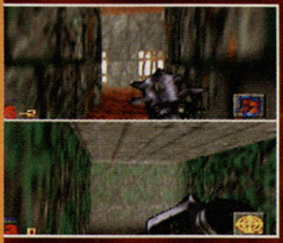


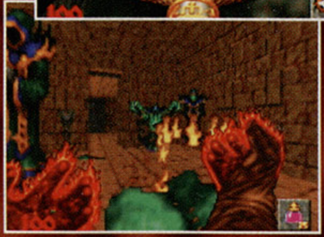








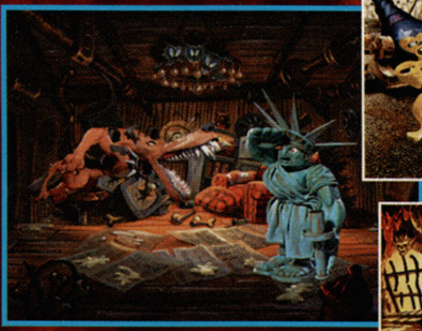


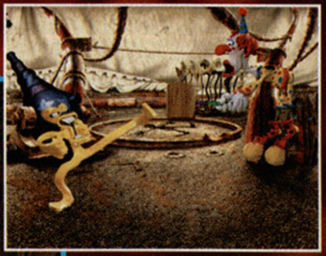


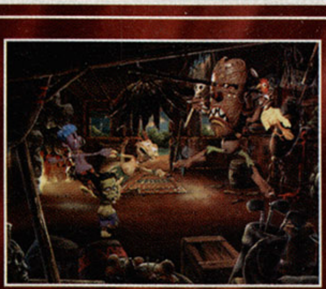
Developed by Software Creations
Published by GT Interactive
Available June
70% COMPLETE

Clayfighter 63⅓

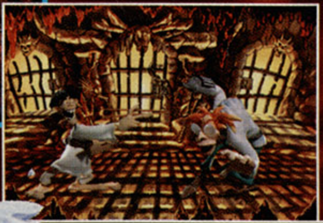
Nintendo 64

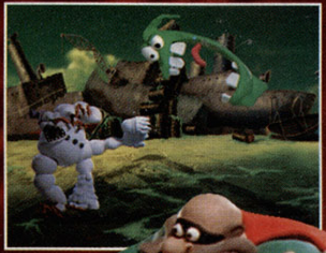


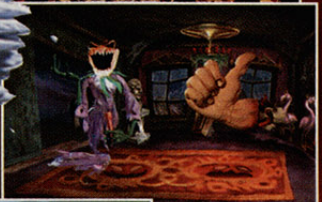


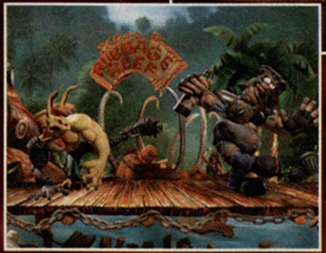


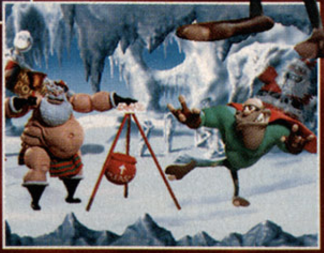
Clayfighter is about to bust onto the N64 with its latest stable of doughboy battlers. Veterans Blob, Taffy Man, and Bonker return to the fray, supplemented by new fighters like pick-and-flick star Boogerman. There are at least 18 claymation combatants, plus some hidden fighters. This time the game has 3D interactive backgrounds, so if you punch an opponent through a wall, you'll continue the fight outside! Can Clayfighter compete with Mortal Kombat Trilogy and Killer Instinct Gold? The clay hits the fan this summer.—*Major Mike*









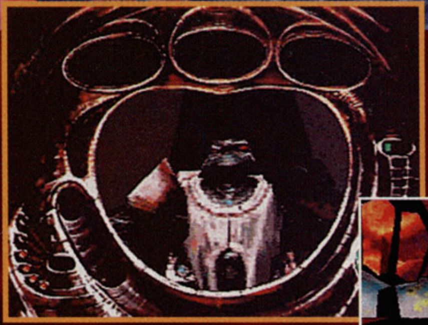


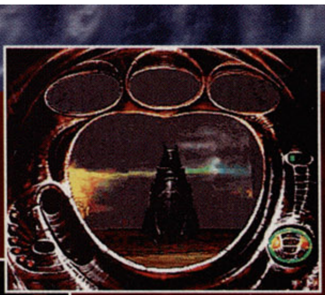
Developed and published by Interplay
Available Second Quarter '97
50% COMPLETE

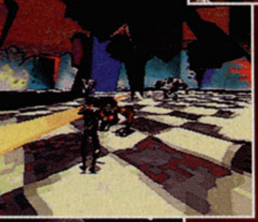
FIRST LOOK

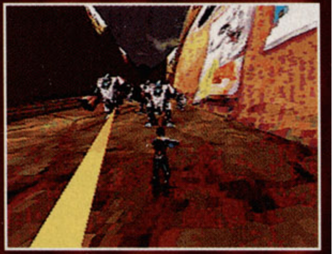
MDK

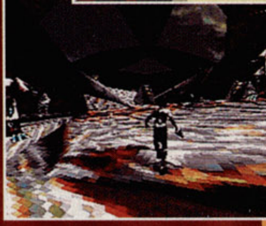
PlayStation





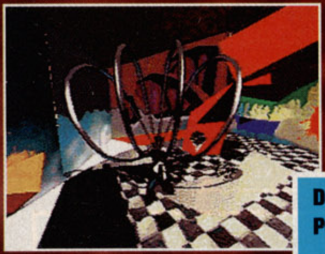


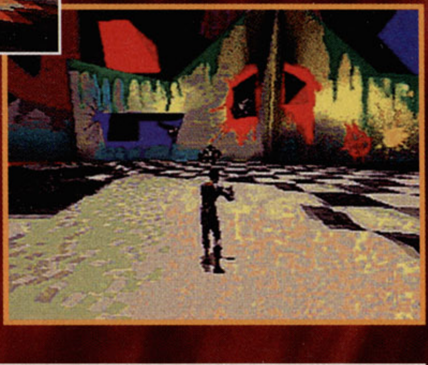


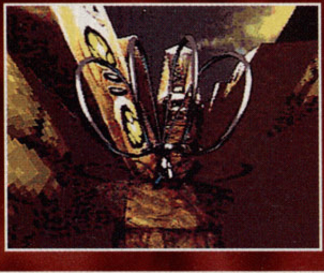


You've heard the hype in the pages of "PC GamePro" (see February; watch for the "PC GamePro" review in the June issue). Now PSX owners can also rejoice! MDK for the PlayStation is due in May!

MDK is probably the most innovative, funniest, and original PC port to entertain gamers in a long time. An action game played from multiple views, it combines accurate shooting, quick thinking, and thoughtful strategy. What you get for your trouble is a wild ride from the very creative mind of David Perry (of Earthworm Jim fame), who is overseeing the project with the dictum that if the PlayStation version of MDK isn't as good as the PC original, then heads will roll. Although the PlayStation game was less than two weeks into production at press time, these early screens show a work in progress that'll certainly come close.—*Scary Larry*

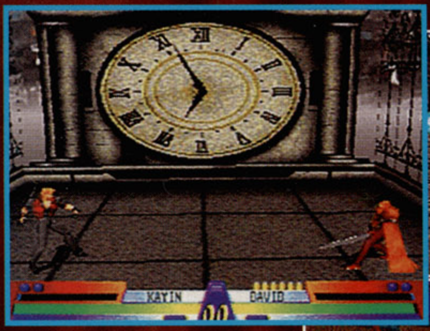


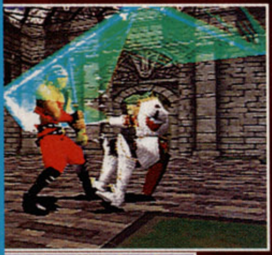


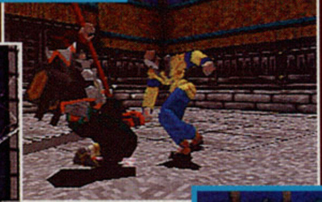


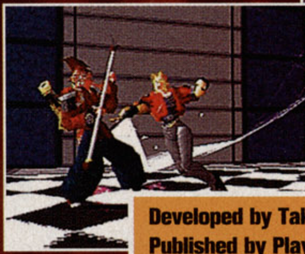
Developed by Shiny Entertainment
Published by Playmates Interactive Entertainment
Available May

10% COMPLETE





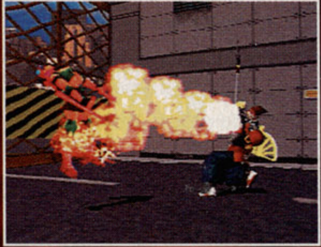




FIRST LOOK

Battle Arena Toshinden 3

PlayStation

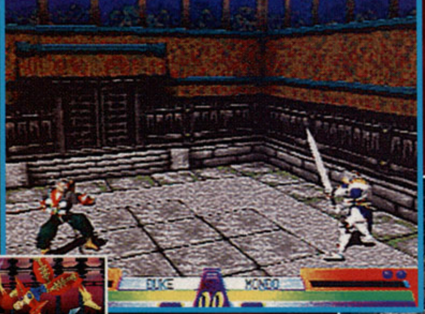


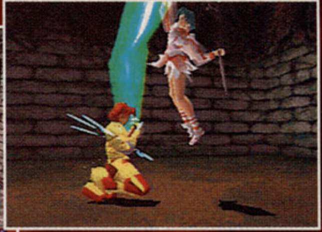
Now that 32-bit fighting games have advanced to the point of near perfection (with stellar titles like Star Gladiator, Soul Blade, and Tekken 2), gamers often forget what the first wave of fighting games looked like. After all, Toshinden, one of those originals, is easily a forgettable game.

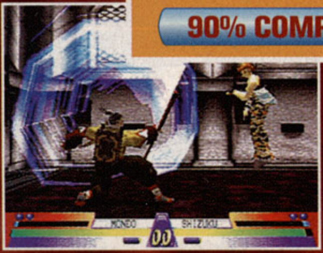
Not so with Toshinden 3. This weapons-based fighting game is smoother, with less graphical breakup and cleaner, more detailed fighters. It also features 30 characters, more explosive special moves, and screen-clearing super moves. The U.S. version includes options, such as tournament and practice modes, that aren't available in the Japanese version. Don't pass up this one on name alone.—*Scary Larry*

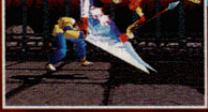
Developed by Takara
Published by Playmates Interactive Entertainment
Available April

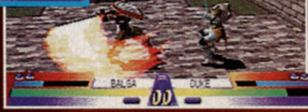
90% COMPLETE







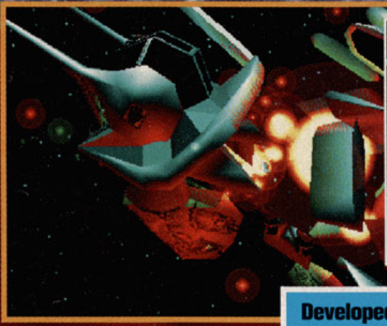
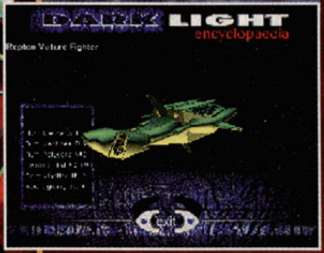


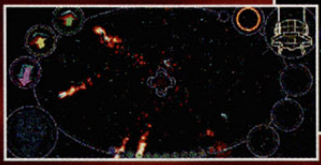


Darklight Conflict

PlayStation Saturn DOS Win 95

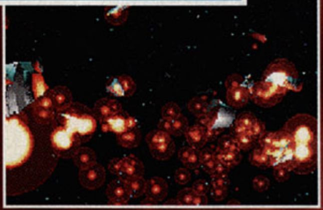
Jet jockeys will want to slip into the customized cockpits of Darklight Conflict, EA's sophisticated new space-combat game. Playing in 50 single-player missions or in Tag, Death Match, Cooperative (group vs. group), and Capture the Flag multiplayer modes, you must master an array of 15 weapons and cloaking devices as well as the language and customs of your alien wingmen. Graphically, EA's promising impressive lighting effects such as multilight sources and lens-flare effects. We'll see.—*By Bone*



Developed by Rage Software Ltd.
Published by Electronic Arts
Available Winter '97

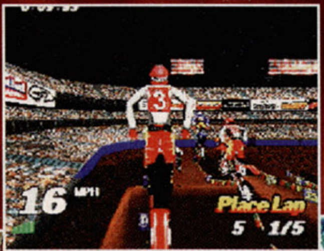
60% COMPLETE

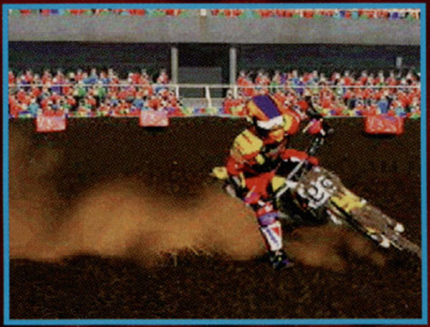


VMX Racing

PlayStation Saturn Win 95

Get ready to crank the throttle, VMX looks like it's revving up to take the checkered flag among motorcycle-racing games. You choose from four leather-clad bikers and hit the dirt against seven racers on 10 tracks, including stadium, desert, and beach courses. Multiple views (including first-person and over-the-shoulder), realistic maneuvers (including wheelies, slides, and jumps), and two-player head-to-head competition put high octane in VMX's tank.—*By Bone*





TRACK SELECT
Select Track
Accept

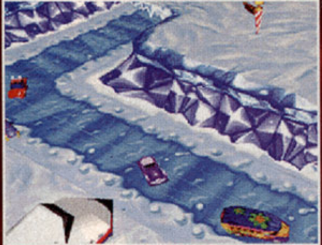
Developed by Studio E
Published by Playmates Interactive Entertainment
Available April

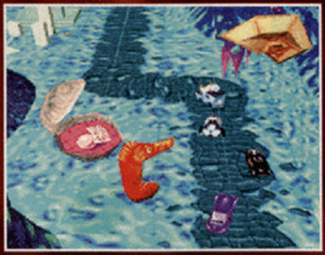
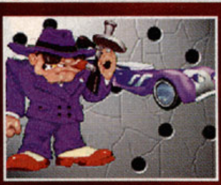
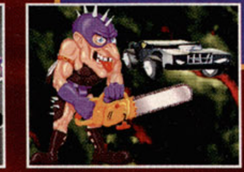
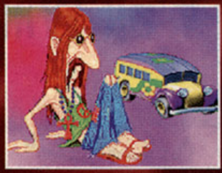
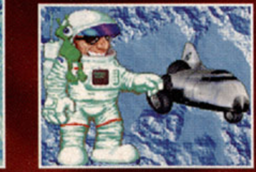
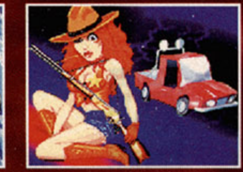
90% COMPLETE

Motor Mash

PlayStation

From the people who gave you Micro Machines comes Motor Mash, a cartoony racer that should appeal to younger drivers. A dozen armed characters, including a hippie in a bus and an astronaut in a remodeled space shuttle, race and shoot around themed courses, such as Atlantis, the Jungle, and Nightmare. The 40-plus levels of racing are viewed from an overhead perspective, with texture-mapped terrain and detailed cars providing the graphical glitz.—*By Bone*



Developed by Merit Studios
Published by Ocean
Available Summer '97

80% COMPLETE

Y'ALL SHOULD SEE

All The **KILLIN',**
Twice The **HUMOR...**
Half The **INTELLIGENCE.**

DANGER EXPLOSIVE
DYNAMITE
40%
TNT

Ever fire live rounds at mosquitoes and chickens?!

Ever use a crowbar to **whup** an old coot?

Ever hack down a bunch a good ol' boys with a power saw gone **haywire?**

Ever hit the broadside of a tornado-wrecked trailer park with a .454 Casull Pistol?

Ever launch TNT at **pig-stealin' aliens** and turd minions...
(yep, I said "turd minions")
and watch 'em fry?!

REDNECK RAMPAGE
REDNECK RAMPAGE

Available for PC-DOS

Heck!
Y'all Will Now!

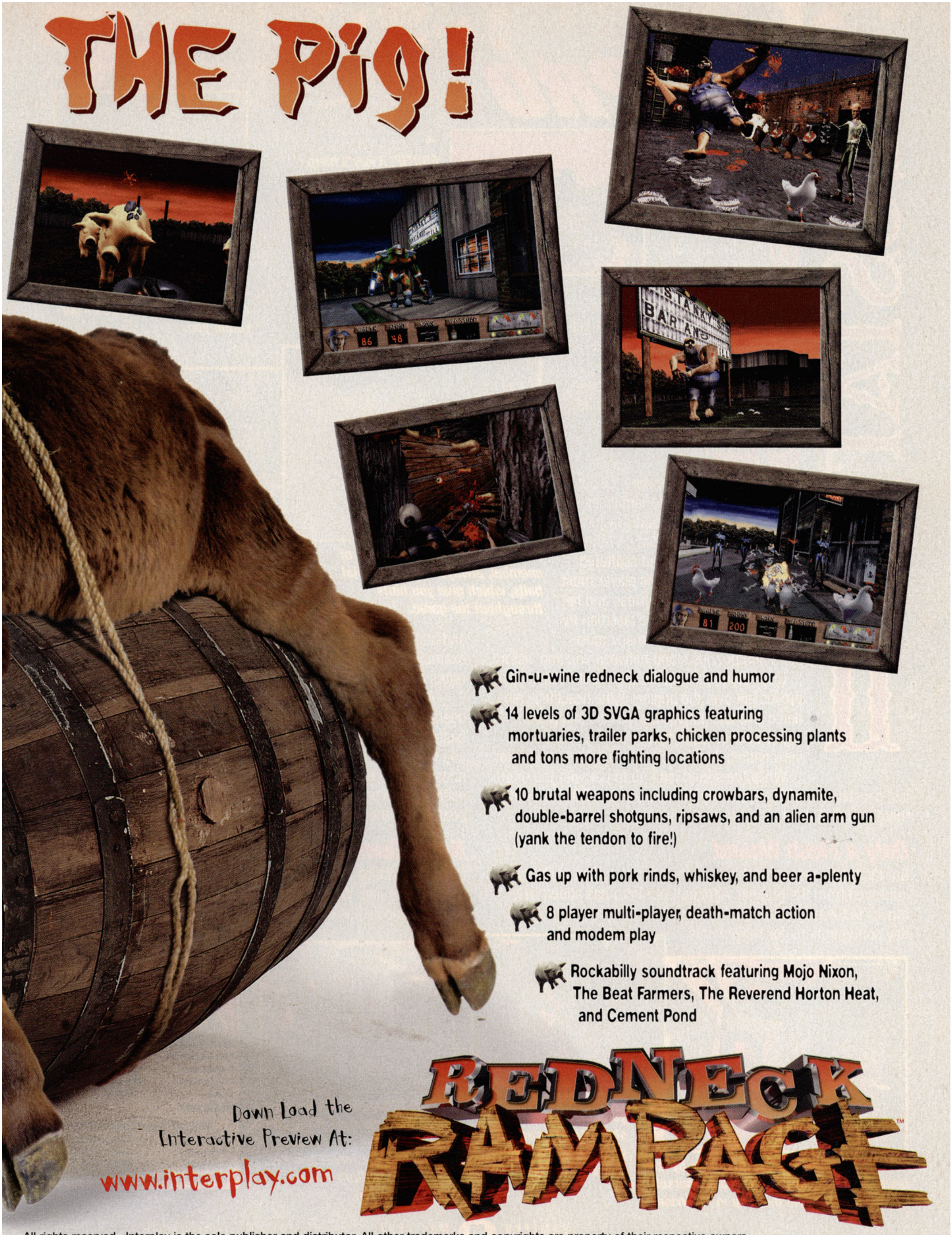
Interplay™
~~BY GAMERS. FOR GAMERS.~~™
By Rednecks. For Rednecks.

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

XATRIX
entertainment

©1997 Xatrix Interactive Design. All rights reserved. Redneck Rampage and Interplay are trademarks of Interplay Productions.

THE PIG!



- Gin-u-wine redneck dialogue and humor
- 14 levels of 3D SVGA graphics featuring mortuaries, trailer parks, chicken processing plants and tons more fighting locations
- 10 brutal weapons including crowbars, dynamite, double-barrel shotguns, ripsaws, and an alien arm gun (yank the tendon to fire!)
- Gas up with pork rinds, whiskey, and beer a-plenty
- 8 player multi-player, death-match action and modem play
- Rockabilly soundtrack featuring Mojo Nixon, The Beat Farmers, The Reverend Horton Heat, and Cement Pond

Down Load the
Interactive Preview At:
www.interplay.com

REDNECK RAMPAGE™

All rights reserved. Interplay is the sole publisher and distributor. All other trademarks and copyrights are property of their respective owners.

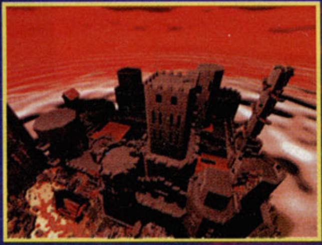
ECSTATICA II

PC GamePro **REVIEW**

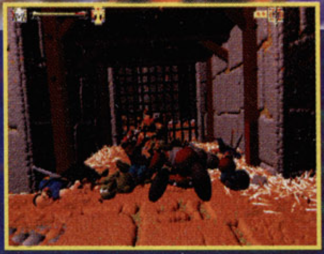
Win 95

By Art Angel

While the appeal of the first Ecstatica faded too quickly, Psygnosis's latest entry may find a home in the brutally crowded PC gaming market. With much improved graphics, an expanded map, increased character movements, and a larger variety of enemies, Ecstatica II has surpassed its predecessor in almost every way.



◄ PROTIP: A key's hanging from the mouth of a gargoyle at the stocks near the top of the Guard Tower. Approach it from the side and kick it to get the key that unlocks the main balconies.



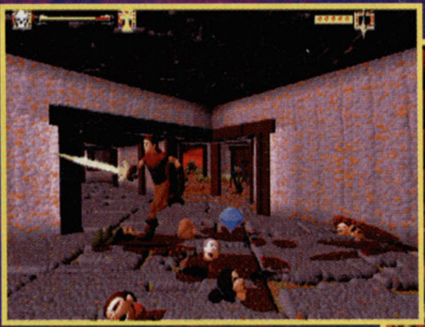
PROTIP: When executed consistently, 360-degree low sweeps are an effective attack, especially when many enemies surround you.

Our Hero

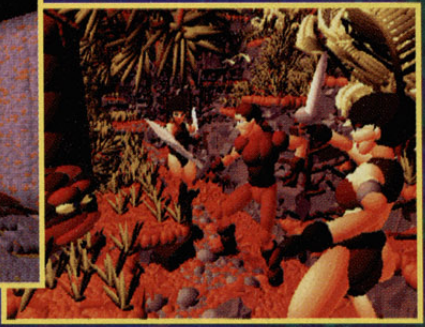
Since the original adventure, Ecstatica II's hero has fallen on hard times—the Archmage left his castle in ruins and kidnapped his fair lady. With the Elder Sign destroyed and scattered throughout the castle, the player must rescue the damsel-in-distress and retrieve all the pieces of the talisman to restore peace. However, many monsters and puzzles stand between you and victory.

Upon starting the game, the most notable improvement over the original is the beautifully rendered ellipsoid graphics, which are sharp and highly detailed. Everything from the castle to the surrounding flora is rich with substance and color.

While the sound isn't up to par with the graphics, it's still very good, especially the voice-overs. Often, however, there's a lot of dead air between action sequences.



PROTIP: After clearing an area of enemies, always look for crystal balls, which give you hints throughout the game.



PROTIP: In the ruins in the wilderness, exterminate a plant to get the third part of the Elder Sign.

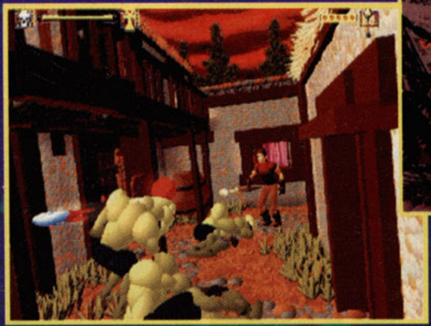
Only a Flesh Wound

But the biggest disappointment is the control, which really hasn't improved from the original. Although our hero has added new moves to his repertoire, it takes lots of practice to master them. Key configurations for movements and attacks are too complex or don't respond fast enough. For example, while waiting for our hero to decapitate an ogre, other ogres gang up behind him and use his head for batting practice.

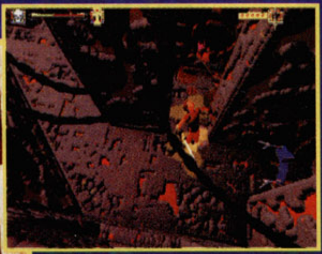
As for the gameplay, patience and nimble fingers are the overall keys to surviving Ecstatica II's engaging mix of monster-bashing and puzzle-solving. Still, a kamikaze approach won't see you through the game's strategic elements. Replenishing health doesn't come easily, and Ecstatica II boasts a diverse lineup of enemies that behave and attack differently even when their appearance is the same.

Noble Quest

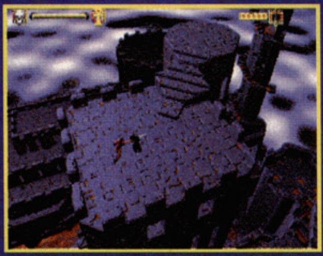
Overall, Ecstatica II's a great concept with amazing graphics and a solid story line. While the complex controls kill some of its appeal, Psygnosis has still fashioned a solid RPG/adventure. **G**



PROTIP: Preserve your health meter by isolating enemies one-on-one. Back yourself into a corner or line them up in a corridor.



PROTIP: Make sure you obtain the green shoes so you can get past the green slime in the prison cell.



PROTIP: Killing the Necromancer yields the sixth part of the Elder Sign and opens up access to the ruins in the forest and the final area, the Dark Tower (bring a lantern).

Ecstatica II by Psygnosis

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Price not available
Available April
RPG/adventure
1 player
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Not yet rated

Minimum System Specifications

- Win 95
- Pentium 60
- 8 MB RAM
- 20 MB on hard drive
- SVGA graphics
- Double-speed CD-ROM drive

PC GamePro REVIEW

DOS, Win 95

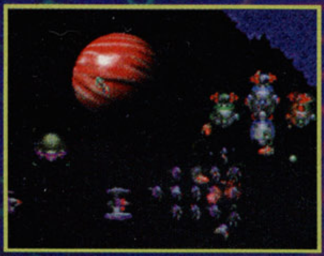
By Major Mike

STAR COMMAND REVOLUTION

Star Command: Revolution hits the PC, surpassing other real-time strategy clones with some intriguing and addictive gameplay.

In Command

Star Command stands apart from the average Command & Conquer clone. First off, the game's nonlinear, so you can return to any previously conquered area, enabling you to escape from hopeless situations. There are also four alien races to choose from, each with different technologies and unique methods of attack. While the play mechanics are point-and-click, occasionally the game will focus more on exploration than on intense head-to-head battles, which adds welcome depth.



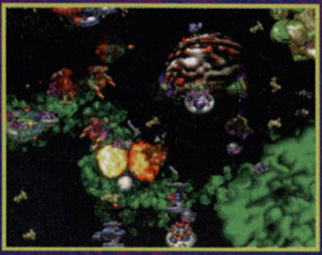
PROTIP: The switcher ship is one of the most valuable. Build several in each area.

Star Command sports solid graphics and sound. The visuals show fine details on the various spacecraft, along with explosions that fill the screen. The sound effects are rich with excellent voice digitization. The music works well, but sometimes it obscures important sound cues.

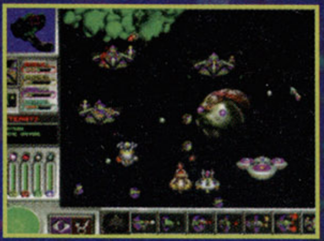
All Hands Report In

Flawless controls complement the action. While the maintenance aspects, such as keeping inventories and servicing damaged ships, are confusing at first, they're easily mastered the more you play.

If you've tired of Red Alert, chart a course for Star Command. This is one galactic battle that kills hours as fast as you kill enemies. G



PROTIP: Use the switcher ship to move the mother ship near an enemy base. Then use the mother ship to build offensive weapons near your enemy.



PROTIP: Build up an attack squad before assaulting a tough enemy. When you unleash your attack, surround your enemy rather than taking him head on.

Star Command: Revolution
By GT Interactive

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

$49.99
Available now
Real-time strategy
4 players
Overhead view

Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

Minimum System Specifications

- DOS 5.0 or higher
- 486/66 or higher
- 8 MB RAM
- 15 MB on hard drive
- SVGA, 256 colors
- Sound Blaster 16 and compatibles
- Double-speed CD-ROM drive

FIRST LOOK

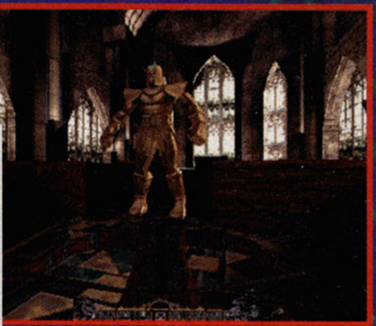
Hexen II

Win 95

PC GamePro Preview

Hexen II continues the sword-and-sorcery adventure that started with Heretic. This game, however, uses the Quake engine and polygonal objects for an effect that's more 3D. Gamers can play as four characters: A necromancer, an assassin, a crusader, and a paladin. As usual, each has their own selection of weapons and spells. As the game progresses, characters can also develop skills, such as immunity to poison and stealth capabilities, and their weapons and spells can also be upgraded. For multiplayer mayhem, Hexen II supports co-op and death-match modes. We'll have a hands-on preview of this promising title in an upcoming issue.—*Major Mike*

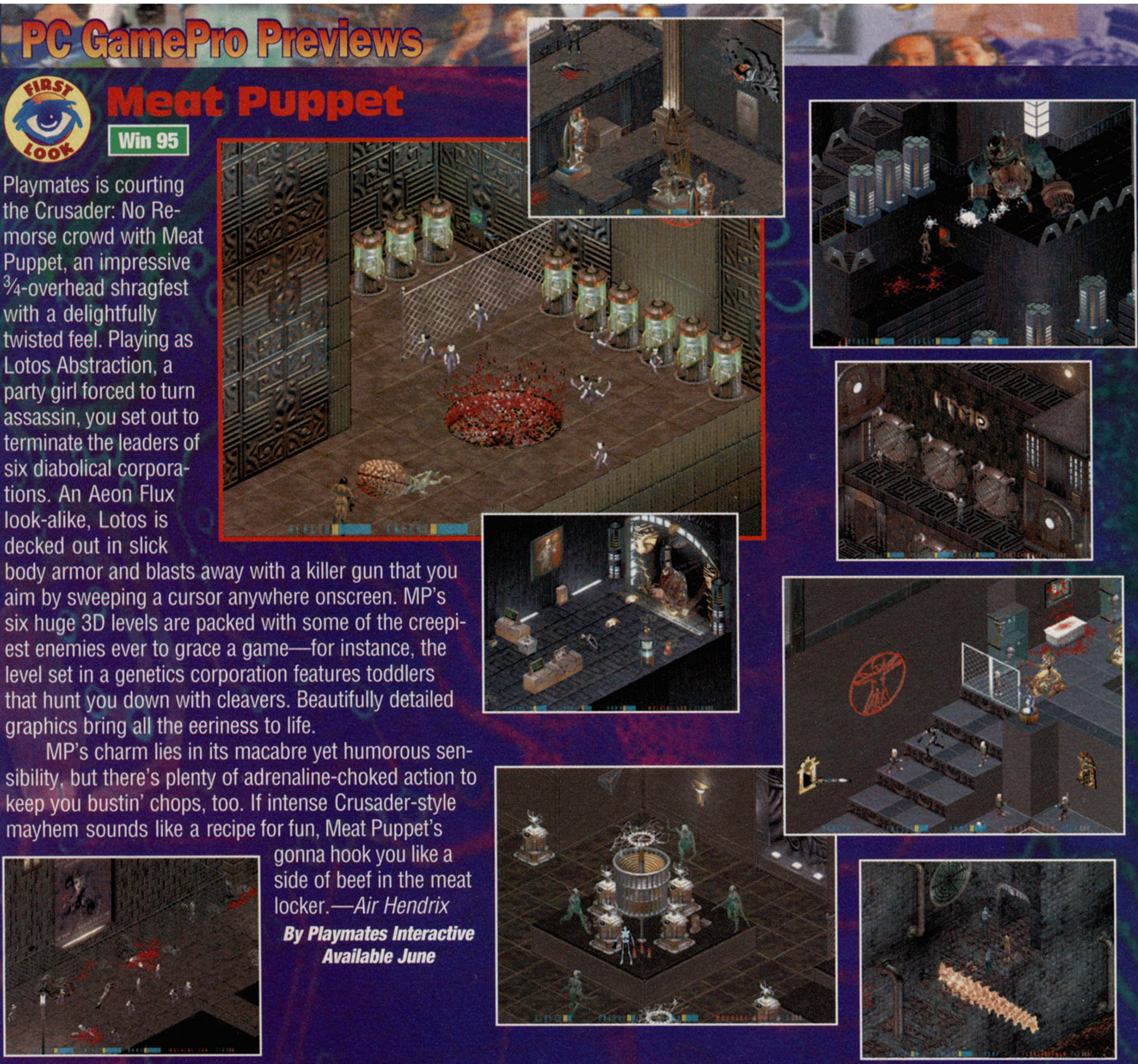
By id Software and Activision
Availability date not yet released



FIRST LOOK

Meat Puppet

Win 95



Playmates is courting the Crusader: No Remorse crowd with Meat Puppet, an impressive ¾-overhead shragfest with a delightfully twisted feel. Playing as Lotos Abstraction, a party girl forced to turn assassin, you set out to terminate the leaders of six diabolical corporations. An Aeon Flux look-alike, Lotos is decked out in slick body armor and blasts away with a killer gun that you aim by sweeping a cursor anywhere onscreen. MP's six huge 3D levels are packed with some of the creepiest enemies ever to grace a game—for instance, the level set in a genetics corporation features toddlers that hunt you down with cleavers. Beautifully detailed graphics bring all the eeriness to life.

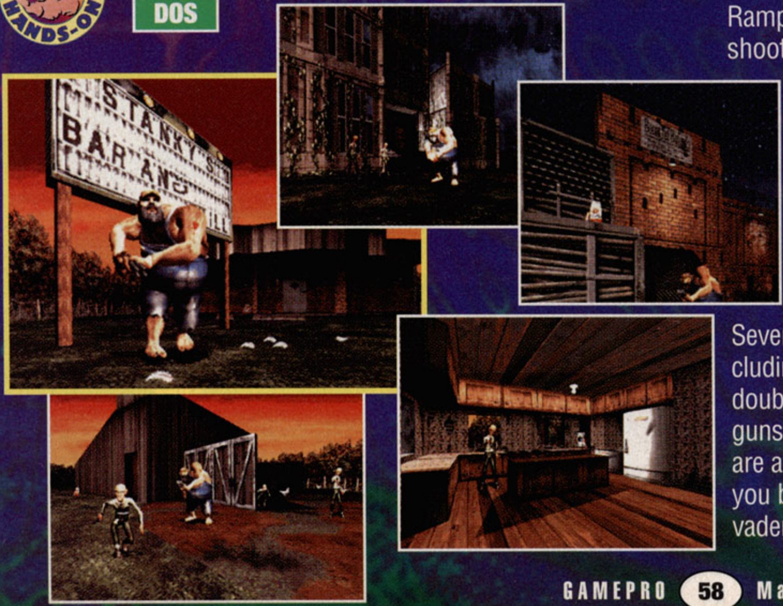
MP's charm lies in its macabre yet humorous sensibility, but there's plenty of adrenaline-choked action to keep you bustin' chops, too. If intense Crusader-style mayhem sounds like a recipe for fun, Meat Puppet's gonna hook you like a side of beef in the meat locker.—*Air Hendrix*

By Playmates Interactive
Available June

HANDS-ON

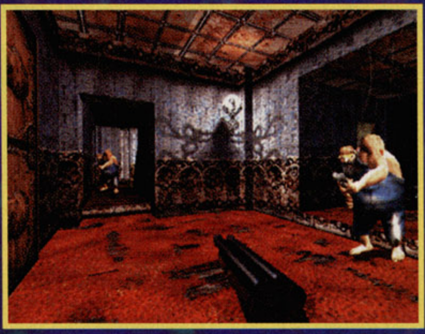
Redneck Rampage

DOS



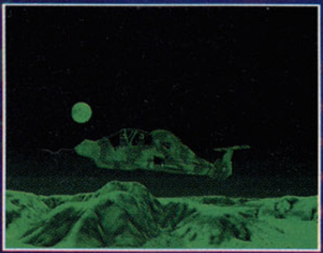
Taking tongue-in-cheek aim at all things rural, Redneck Rampage is a 3D first-person shooter that uses the Duke Nukem engine. The game takes place in the bogus town of Hickston, Arkansas, where aliens have kidnapped the locals and replaced them with killer clones. Several weapons, including bear traps, double-barreled shotguns, and dynamite, are available to help you battle these invaders. There are 14 levels to blast through, including Stanky's Bar & 'ill, a trailer park, and a mortuary. This humorous rampage gives new meaning to the phrase "Southern hospitality."—*Major Mike*

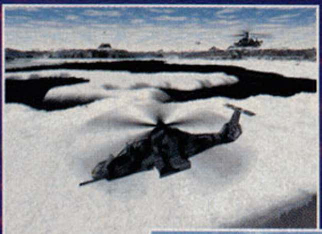
By Interplay
Available April

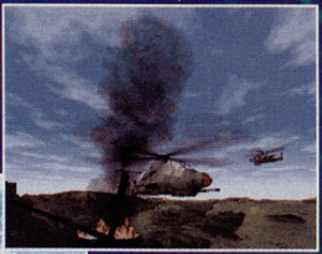


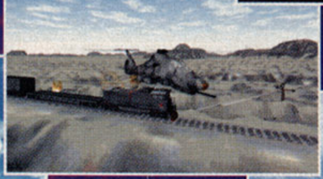
Comanche 3

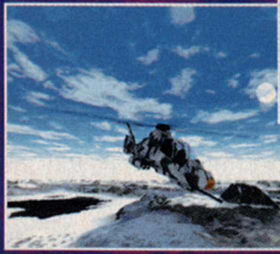
Win 95

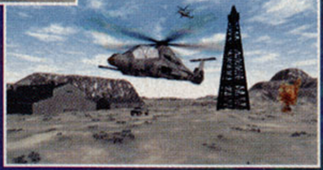






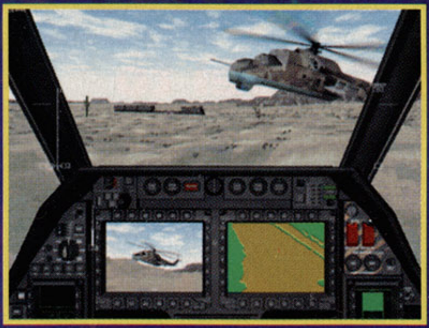


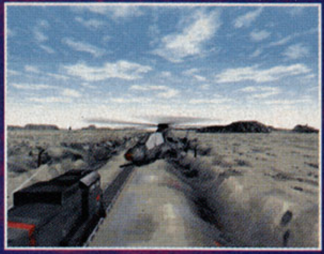


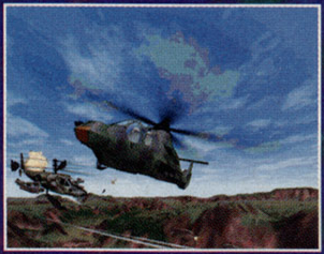


NovaLogic takes to the air for a third time with its latest attack chopper sim, Comanche 3. This Comanche is armed with the new Voxel Space 2 graphics engine that uses impressive texture-mapped 3D polygons and may deliver unparalleled visual realism.

You grab the stick for 30 real-time missions that send you into some very unfriendly skies where you go head-to-head against Russian Hind choppers, T-80 assault tanks, and even a moving train. A multiplayer option enables two to eight pilots to enlist, and you need only one copy of the game. With other promising flight sims like Viper and Falcon 4.0 crowding the PC tarmac this spring, it'll be interesting to see if Comanche 3 can really get off the ground.
—Major Mike



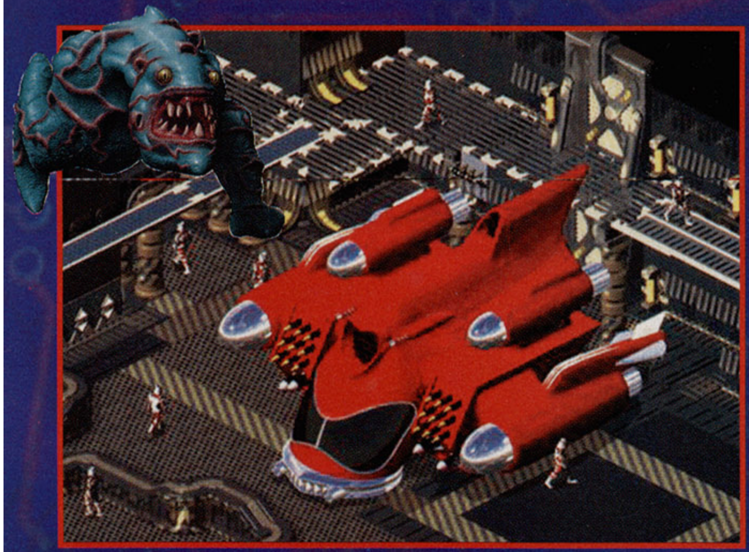


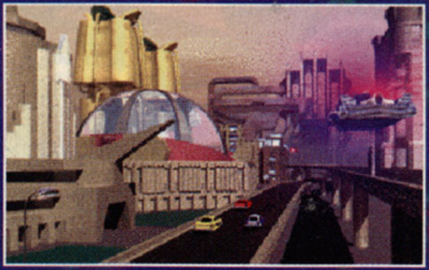


By NovaLogic
Available May

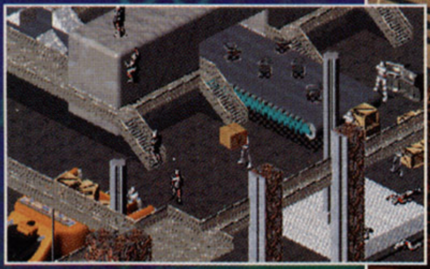
X-COM: Apocalypse

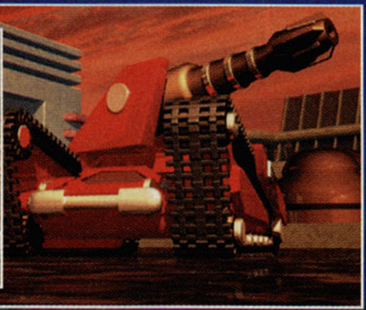
DOS **Win 95**

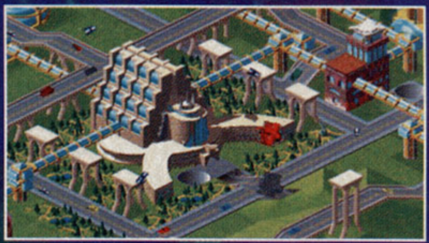




The third in the popular strategy/combat series, X-COM: Apocalypse opens as the aliens are once again on the march, this time taking over the bodies and minds of key citizens in the city of MegaPrime. At the helm of the X-COM forces, you can choose either the turn-based tactical action of the previous X-COMs or a new, more intense real-time combat mode. Gameplay begins in an exploratory mode where you investigate possible alien incidents and research better technology to face the threat. As the invasion proceeds, gamers face tougher battles against larger alien forces, culminating in the invasion of the alien home world. MicroProse reports that its new randomization feature resets the game's parameters so that no two games are alike.
—Air Hendrix



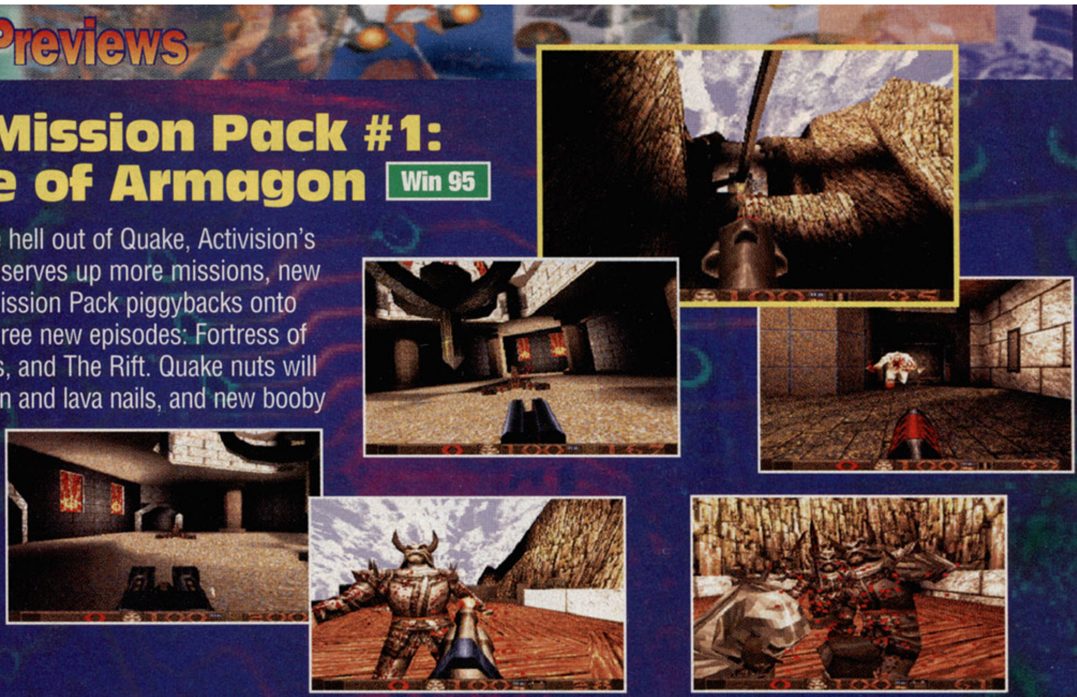




HANDS-ON

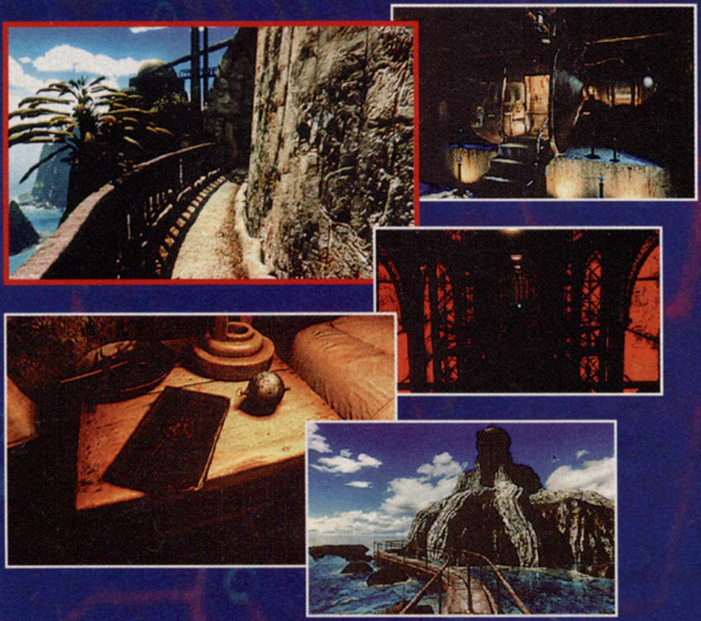
Quake Mission Pack #1: Scourge of Armagon

Win 95



For those of you who played the hell out of Quake, Activision's loading up a new shragfest that serves up more missions, new weapons, and new monsters. Mission Pack piggybacks onto the existing Quake game with three new episodes: Fortress of the Dead, Dominion of Darkness, and The Rift. Quake nuts will find new weapons like a laser gun and lava nails, and new booby traps like razor-sharp pendulums. The game's a lot of fun to play, but it may be too difficult for Quake novices. *—Major Mike*

By Activision
Available now



FIRST LOOK

Riven: Sequel to Myst

Win 95 Mac

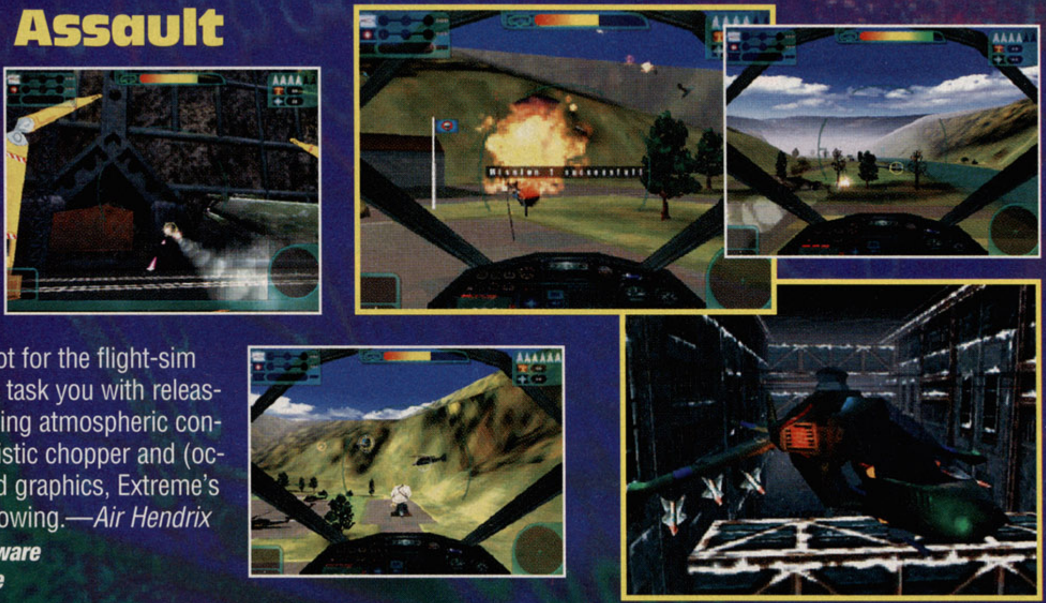
As anticipation builds for Myst's long-awaited sequel, Broderbund's keeping a tight lid on details about the game so as not to ruin the surprise. But we do know that Riven's set in the future after Myst, and begins as Atrus returns to ask you for help in freeing his kidnapped wife. As expected, Riven will still be all about exploring a fascinating environment, and the development team's also focusing on enriching the game's interactive, storytelling, and visual sides.*—Air Hendrix*

By Broderbund Software
Available Summer '97

FIRST LOOK

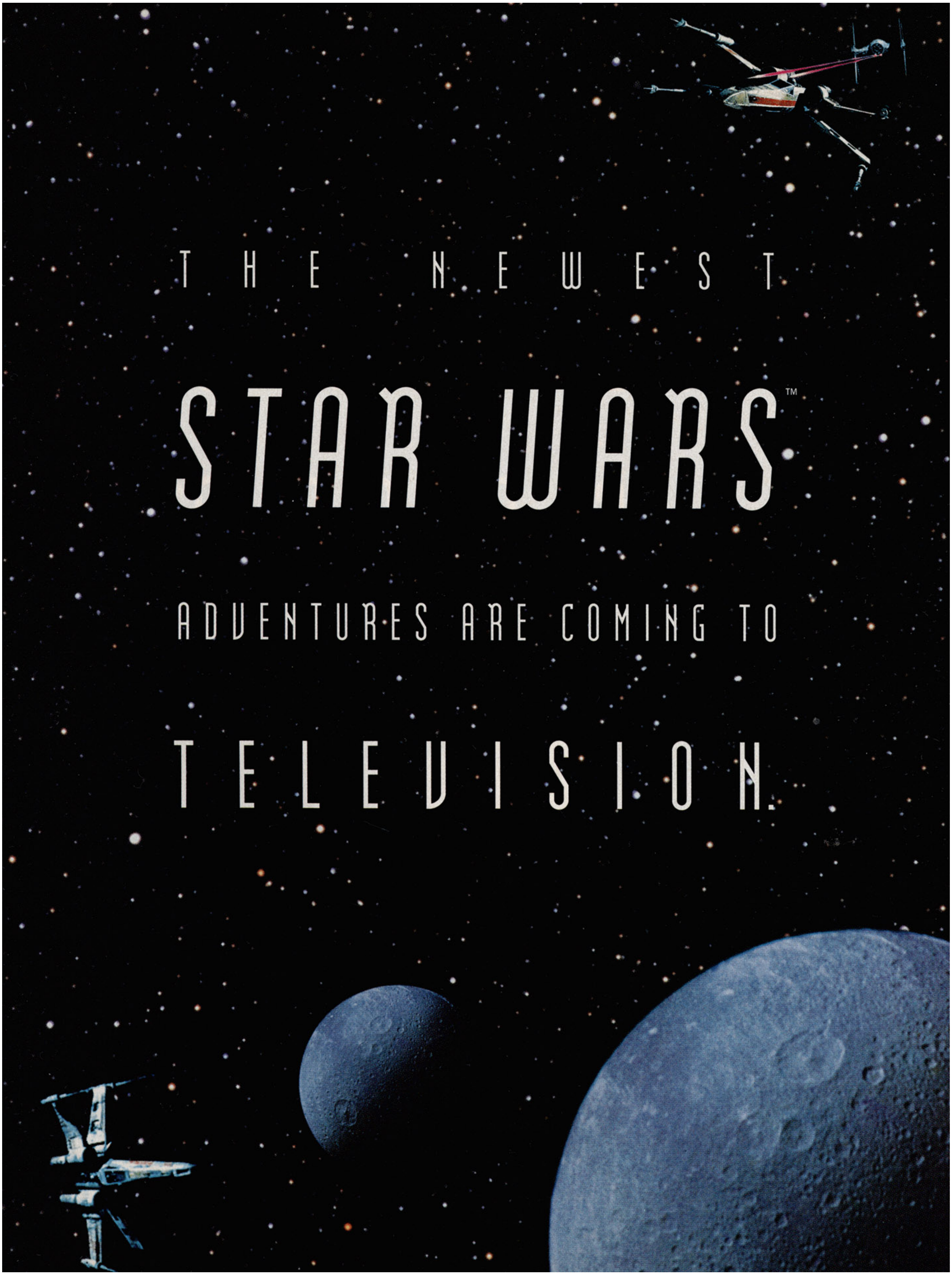
Extreme Assault

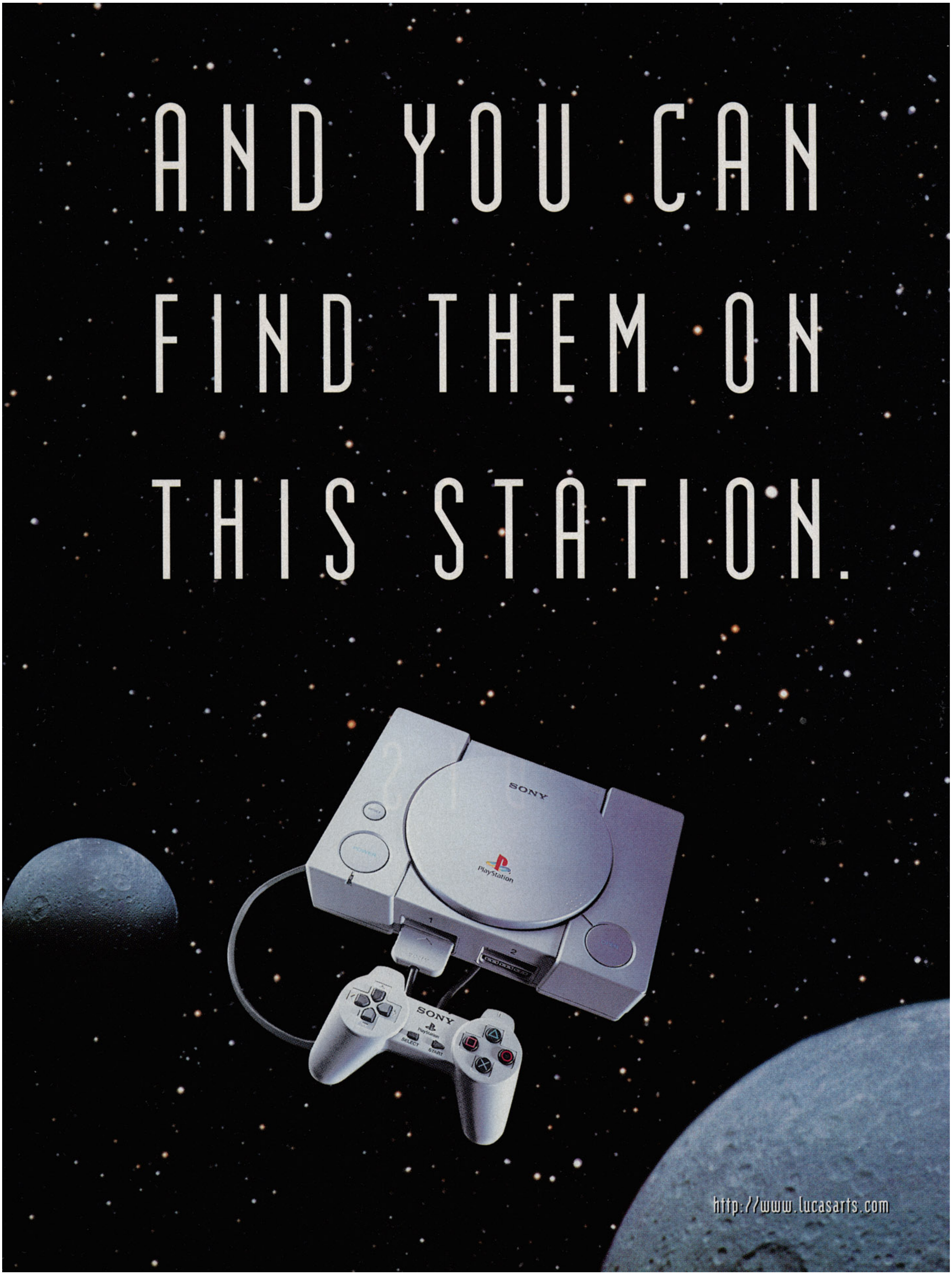
Win 95 DOS



Extreme Assault's whirling toward the PC with a healthy dose of arcade-style chopper action. This 3D shooter challenges you to fend off the advancing aliens that want to transform Earth's atmosphere into something that they can breathe—and we can't. Not for the flight-sim crowd, the combat-heavy missions task you with releasing imprisoned scientists and trashing atmospheric converters from the controls of a futuristic chopper and (occasionally) a tank. With MMX-tuned graphics, Extreme's headed for an impressive visual showing.*—Air Hendrix*

By Blue Byte Software
Available June


THE NEWEST
STAR WARS™
ADVENTURES ARE COMING TO
TELEVISION.


AND YOU CAN
FIND THEM ON
THIS STATION.
SONY
PlayStation
SONY
SELECT
START
http://www.lucasarts.com

TRINITRON
SONY

Drop that remote. Two action-packed *Star Wars* games have arrived - specially enhanced for the PlayStation™ game console. Dark Forces™ surrounds you with its visceral brand of first-person fire-power, while Rebel Assault II: The Hidden Empire™ launches its perfect combination of live-action video and intense space combat. Two thrilling *Star Wars* experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?

STAR WARS
DARK FORCES
PlayStation
Your reputation has traveled far
STAR WARS
REBEL ASSAULT II
THE HIDDEN EMPIRE
PlayStation
9992935
9992935

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

LUCAS Arts

™ and © 1996 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. iMUSE is a trademark of LucasArts Entertainment Company. iMUSE U.S. Patent No. 5,315,057. Sony is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Tekken 3

Arcade Preview

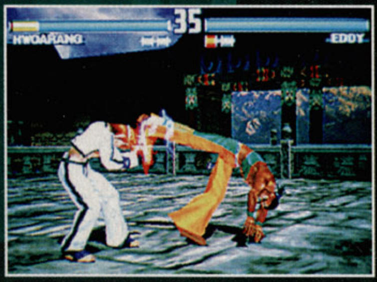
The bone-crunchin', quarter-munchin', intensity-laced fighting series returns to arcades looking to reclaim its number one spot.

By Johnny Ballgame

Tekken 3's jammed with all the mad maliciousness and fist-flailing fun the series is known for. Judging by the 60 percent test version *GamePro* was able to play, Tekken 3 looks like it will join its predecessors on the list of all-time best arcade fighting games.

Fierce and Fast Fists of Fury

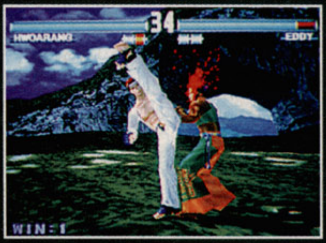
Tekken 3 is the first game to utilize Namco's new System 12 technology, and the improvements are remarkable. The game runs 50 percent faster than Tekken 2, and the increased speed is visible in every move from King's Suplex to Law's Backflip Kicks. System 12 also enables Namco to fill the backgrounds of each stage with more details, to depict each fighter's movements more realistically through motion-capture, and to add new moves and combos for every character.



An unorthodox fighter like Eddy can throw even the most poised fighters off their game.

Long Live the King

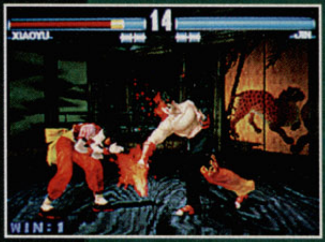
Gameplay has always been the Tekken series' strongest selling point and Tekken 3 follows this trend with truly stellar beat-em-up action. The four-button control setup is identical to Tekken 2's, but it's even more responsive, making combos and special moves easier to pull off. Innovative new moves include Lei's Art of the Drunken Fighter, where he tries to rip off his opponent's head, and Xiaoyu's treacherous Crane technique, where her quick, low-to-the-ground strikes are difficult to defend against.



Hwoarang's long reach and kicking strength are a truly fearsome combination.

Rise of the Phoenix

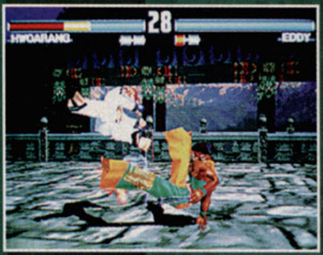
What do you get when you combine the latest technology with traditionally topnotch gameplay? The hottest arcade game of the year! With its graphical improvements and the promise of sub-bosses that will become available on a time-release basis, Tekken 3 will be one of the most talked-about games in '97. Start saving your quarters now—the crowds to play should be the biggest to hit the arcades in quite some time.



Jin's strong moves and fast fists make him one of the favorites to win the tournament.

Developed and published by Namco
Available now
60% COMPLETE

Eddy Gordo



This mystery man's athleticism is shown through his unique hand-spring attacks.

SPECIAL MOVES

Barbed Wire
Tap ↙, LK

Boomerang
Tap →, hold →, tap (LK RK)

Satellite Moon
Tap RK, LK

Slippery Kick
Tap LK, RK

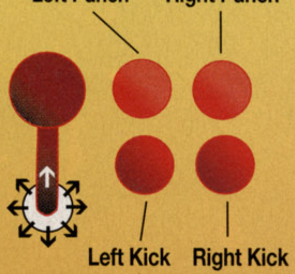
Fruit Picker
Tap ↙, (LK RK)

Bushwacker
Tap ↙, LK, LK

Monkey Trick
Tap →, RK

Crying Needle
While crouching, tap (LP RP)

Controller Legend



LP = Left Punch
RP = Right Punch
LK = Left Kick
RK = Right Kick

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Tekken 3 Move List

Rewinder
Tap (LP RP)

Hot Plate Special
During Rewinder, tap LK

Twister
During Rewinder, tap ↓, RK

Jumping Jacks
During Rewinder, tap ↑, LK

Paul

32
PAUL
WIN: 1

Paul is the essence of bad-boy machismo, and his punches still pack a wallop. Fortunately, he's not quite as cheap as he was in Tekken 2.

SPECIAL MOVES

Phoenix Smasher
Motion ↓ ↘ → RP

Bone Breaker
Tap ↓, RK, RP

Neutron Bomb
Tap →, →, RK

Triple-Kick Combo
Tap →, hold →, tap LK, RK, RK

Hammer Punch to Power Punch
Tap ↓, LP, RP

Hangover
Tap ↓, LP, RK, RP

Gut Buster
Hold ↓, hold ↘, tap RP, LP

Flash Elbow
Tap →, hold →, tap RP

Stone Breaker
Hold ↓, hold ↘, tap RP, RP

Thruster
Motion ↓ ↘ → LP

Push Away
When standing close to an opponent, tap →, hold →, tap (LP RP)

Hammer of the Gods
Tap →, (LP RP)

King

21
NINA
KING

King's all yoked out and ready to rumble with powerful new moves and throws.

SPECIAL MOVES

Exploder
Tap (LK RK)

Konvict Kick
Tap →, →, RK

Stagger Kick
Tap ↓, (LK RK), RK, RK

Head-First Lunge
Tap →, →, (LP RP)

Frankensteiner
Tap ↘, (LP RP)

Jaguar Lariat
Hold →, tap (LP RP)

Elbow Drop
Tap ↓, (LP RP)

Disgraceful Kick
Hold ←, tap RK

Break Neck Speed
During sidestep, tap (LK RK)

Leg Breaker
Hold ↓, tap ↘, LP

Head Spinner
Tap (LP RP), LP

Moonflip Body-Press
Tap (LP RK)

Lei

01
YOSHIMITSU
LEI

Lei learned some new tricks between games, like the Art of the Drunken Fighter. He's definitely one of the coolest characters.

SPECIAL MOVES

Play Dead
Hold ↓, tap (LK RK)

Spring Kick
As you lie down, with your opponent standing near your head, tap (LK RK)

Turn Around
Hold ←, tap (LK RK)

Flit-Flip-Flop
With your back turned to your opponent, tap (LK RK), (LK RK), (LK RK)

Rave Spin
Tap ↙, LK, LK

Tornado Kick
Tap LK, RK

Beating Middle Kick
Hold →, tap RK, RP, LP, RP, RK

Clean Sweep
Tap RK, LK

Cannonball
Hold ←, tap (LP RP)

Snakebite
Tap ←, (LP RK), RP, RP, RP

Kiss My Fist
Tap →, (LK RK), LP

Staggering Slide
Tap →, (LK RK), (LK RK)

Art of the Dragon
Tap ←, (LP RK), (LK LP)

Jin

39
XIAOYU
JIN
WIN: 1

Jin's the son of Jun (from Tekken 2), but his style is more reminiscent of Kazuya, only with added flare and power.

SPECIAL MOVES

Flash-Punch Combo
Tap LP, LP, RP

Demon Scissors
Tap RK, LK

Dragon Uppercut
Tap →, pause, motion ↓ ↘ LP

Spinning Demon
Tap →, pause, tap ↓, hold ↘, tap RK, RK

Lightning-Scream Uppercut
Tap ←, (LK RK)

Roundhouse to Triple-Spin Kick
Hold ↗, tap RK, RK, RK, RK

Twin Lancer
Tap ↘, LP, RP

Shoot the Works
Tap LP, RP, LK, RK

Tooth Fairy
During a sidestep, tap RP

Double Lift Kick
Hold ↓, tap (LK RK)

Demon's Paw
Tap →, →, RP

Stonehead
When in close, tap →, hold (→ RP LP)

Law

Law is the easiest to win with.

SPECIAL MOVES

Catapult High Kick
Hold ↑, tap RK

Rave War Combo
Hold →, tap RP, RP, RP

Rainbow Kick
Hold ↓, hold ↑, tap (LK RK)

Slide Kick
While crouching, motion ↘ ↓, hold ↘, tap LK

Low Kick to Somersault
Tap ↓, RK, LK

Body Blow to Somersault
Tap ↓, RP, LK

Triple Head Kick to Somersault
Tap ↓, LK, LK, LK, LK, RK

Back Flipper
Tap (LK RK), LK

Dragon's Tail
Tap ↙, RK

Junkyard Kick
Tap ←, RP, LK, RK

Elbow Spring Kick
Tap ↙, RP, RK

Poison Arrow
Hold →, tap RP, LP

Xiaoyu

Xiaoyu's crane technique is deadly.

SPECIAL MOVES

Storming Flower
Tap ↙, LP

Art of Phoenix
Tap ↓, (LP RP)

Art of Phoenix to Firecracker
During Art of Phoenix, tap RK, LK

Art of Phoenix to Flower Garden
During Art of Phoenix, tap ↘, RK, RK

Flower Power
During Art of Phoenix, tap ↑, RK, RK

Sunflower
While getting up, tap RP

Hydrangea
Tap ↑, (LP RP), RP

Flapping Wings
Tap ↓, LP

Nutcracker
Hold ↙, tap RK

Raccoon Swing
Tap →, →, LK

Fire Dancer
While crouching tap LK, RP, LP, RK

Butter the Bread
Tap ↘, LP

Nina

05
NINA
KING

Nina's still a nasty brawler, and definitely a character to be reckoned with.

SPECIAL MOVES

Forward Flip Kick
Tap →, hold →, RK

Can Opener
Tap ↗, RK, LK, RK

Jail Crusher
Tap LP, RP, hold ↓, tap LK, RK

Double Explosion
Tap LP, RP, LP, RP, hold →, tap (LP RP)

Geyser Cannon Combo
Tap ↙, RK, LK

Right Backhand Body Blow
Tap ↙, LP

Assault Bomb
Tap ↘, LK, LP, RP, hold →, tap (LP RP)

Twisted Mind
When opponent is down, tap ↓, (LK RK)

Bad Habit
Tap →, hold →, tap LK

Wipe the Floor
While crouching, hold ↘, tap RK

Panther Claw
Tap →, hold →, tap RP

Left Backhand Body Blow
Hold ←, tap LP

Hwoarang

34
HWOARANG
EDDY
WIN: 1

Hwoarang can fight as either a lefty or a righty. His kicking combos and air juggles are reminiscent of Baek.

SPECIAL MOVES

Motion Switch
Tap (RK LK)

As a Righty

Machine-Gun Kick High
Tap LK, LK, LK, LK

Flying Eagle
Tap LK, RK

Power Blast
Hold →, tap LK, (LP RK)

Hunting Hawk
Tap ↗, LK, RK, LK

Bird Hunter
Tap ↓, RK, RK

Hot Feet
Tap RK, RK, RK, RK

As a Lefty

Chainsaw Kick
Tap RK, LK

Bad Dancer
Tap →, LK, RK

Screw Kick
Tap →, hold →, tap RK, LK

Yoshimitsu

39
YOSHIMITSU
LEI

Yoshimitsu's back to slice opponents with his sword and take home the championship. His Harakiri move is still one of the craziest moves in the game.

SPECIAL MOVES

Crouching Spin Kicks
Hold ↙, tap LK, LK, LK, LK, LK

Death Splash
Tap ↙, LP

Knee Cap
While crouching, hold ↘, LK

Slap-U-Silly
Hold ↙, tap RP, RP, RP, RP, RP, RP

Harakiri
Tap (↓ LP RK)

Samurai Cutter
While crouching, tap ↙, ←, LP

Kangaroo Kick
Tap RK, LK

Shark-Attack Blow
Tap →, →, (LK RK), (LP RP), (LK RK)

Door Knocker
Hold ↘, tap LP, LP, LP, LP

Deathcopter Trick
Hold (↗ LP RP), tap ←

Indian Style
Hold (↓ LP RK)

Ants In Your Pants
Tap (↑ LP RP)

THE GAME IS NOT OVER

GAME RECYCLERS℠

TRADE IN - TRADE UP℠

TURN OLD GAMES INTO NEW AT:

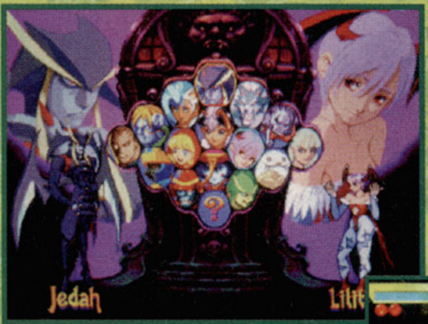
TOYS"R"US

SEE PARTICIPATING STORES FOR DETAILS
1996© MOVIES & GAMES 4 SALE L.P.

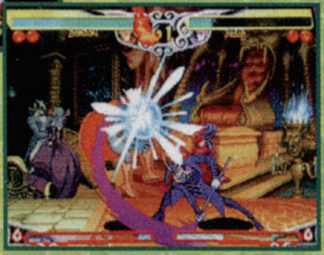
Darkstalkers
Jedah's Damnation

Capcom counts to three twice—first with Street Fighter and now with its latest entry in the Darkstalkers series.

By Major Mike



Fifteen fighters take the stage in Jedah's Damnation—the most ever in a Darkstalkers game! ◀



Newcomer Jedah teaches Demitri the definition of pain.

They're baaaaack! Darkstalkers goes a third round with Darkstalkers: Jedah's Damnation. The cast from Night Warriors: Darkstalkers' Revenge returns with a few omissions—Huitzil, Pyron, and Donovan, namely—but the "?" at the bottom of the fighter-select screen may mean they'll resurface as hidden characters. Joining the lineup are four new characters (see "The New Fighters") with some awesome powers of their own.

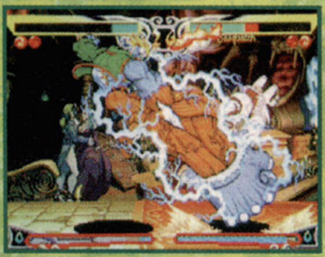
The game is still 2D, but one of the new features is the elimination of fighting rounds, which results in one long, uninterrupted battle. New combat stages add to the visual impact, and some of the old ones have been modified with new background elements.

Ghastly Story

The story line takes place in the Darkrealm. All is chaotic there following the defeat of Huitzil and Pyron in the last tournament. Jedah, one of the ancient Three Lords of Darkrealm, has gathered the Darkstalker fighters for another battle.

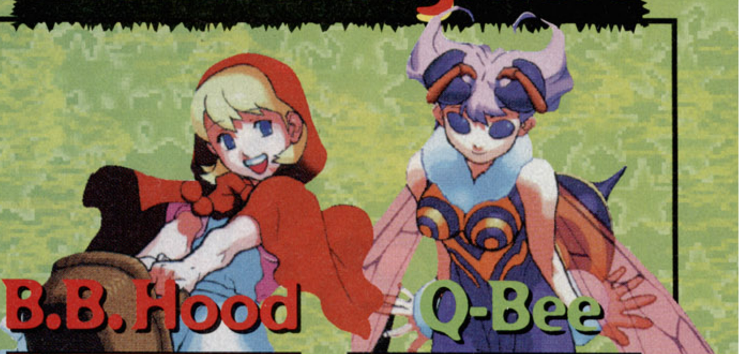
Stay tuned to *GamePro* for more on this fighter that's sure to curse arcades with long lines and big crowds. G

Developed and published by Capcom
Available Summer '97

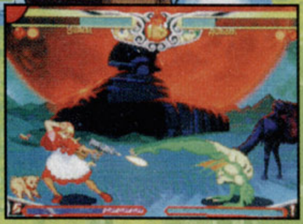


The Frankenstein monster, Victor, smashes Sasquatch on the head.

The New Fighters

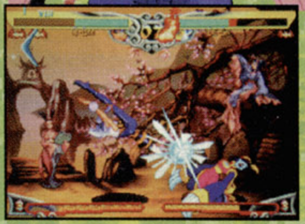


B.B. Hood

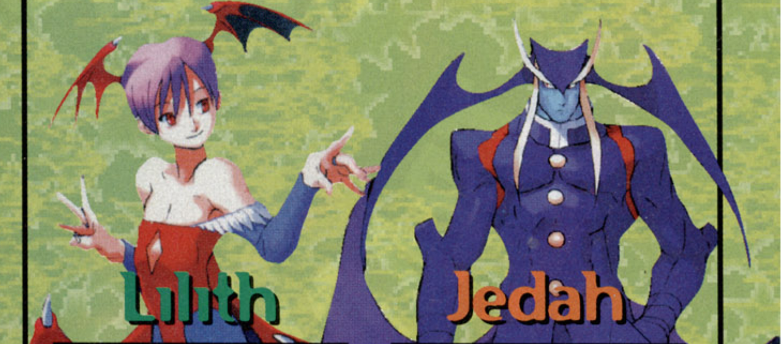


Despite her innocent looks, B.B. Hood's a bounty hunter who isn't afraid of the big bad wolf. She packs an Uzi machine gun and a rocket launcher.

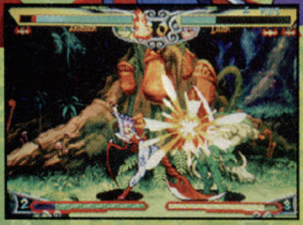
Q-Bee



This queen bee looks harmless, but she can deliver a nasty sting to opponents that makes them swell up. Here, she stings Hsien-Ko in the face.

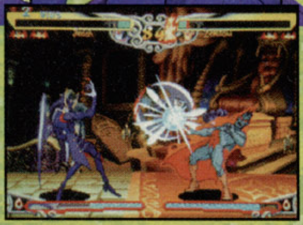


Lilith

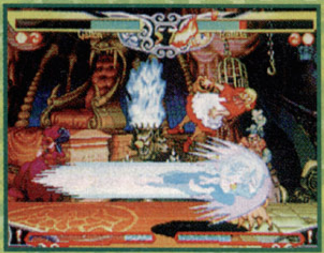


This young succubus looks a lot like Morrigan but has her own distinctive arsenal of attacks.

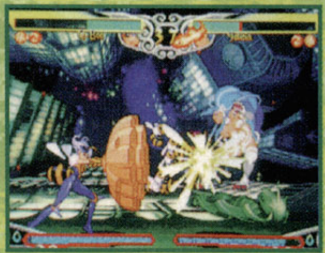
Jedah



Jedah is the only new male character. In addition to some projectile attacks, he also uses a large Grim Reaperesque scythe.



B. B. Hood and Jon Talbain square off.



Q-Bee unleashes a nasty swarm on Felicia.

NEW ADVENTURE!

Escape from Scary Larry's Ghost Town

You're stranded, all alone, in a deserted town. It's getting dark, the wind's picking up, and you hear the distant howl of creatures in the night. To make things worse, the town's rumored to be haunted! Scary Larry had promised to come back for you but he's nowhere in sight. It's up to you and your quick wits to get out of town alive!

Escape from the ghost town in the shortest time to be eligible to win awesome prizes from *GamePro* and get your name and winning time printed in the magazine. The Grand Prize winner wins the advanced gaming system of their choice!

Take the risk, enter today!

Test Your Skills and Try to Win These Awesome New Prizes

Grand Prize: Advanced video game system of your choice!

(Nintendo 64, PlayStation or Saturn)

(6) Runners-Up:
Official collector's item
GAMEPRO T-shirt!

1-900-454-6600

SCARY LARRY'S HOTLINE!

Last Month's Winners

Grand Prize Winner

Richard Turley
Lexington, KY
(1 min. .08 sec.)

Honorable Mentions

Martin Bruno
New Market, VA
(1 min. 1 sec.)

Robert Shockley
Southfield, MI
(1 min.16 sec.)

Peter Palestino
Philadelphia, PA
(1 min.16 sec.)

John Stephens
Garland, TX
(1 min.18 sec.)

Tony Chan
Brooklyn, NY
(1 min. 26 sec.)

Jeremy Bowman
Washington, DC
(1 min. 26 sec.)

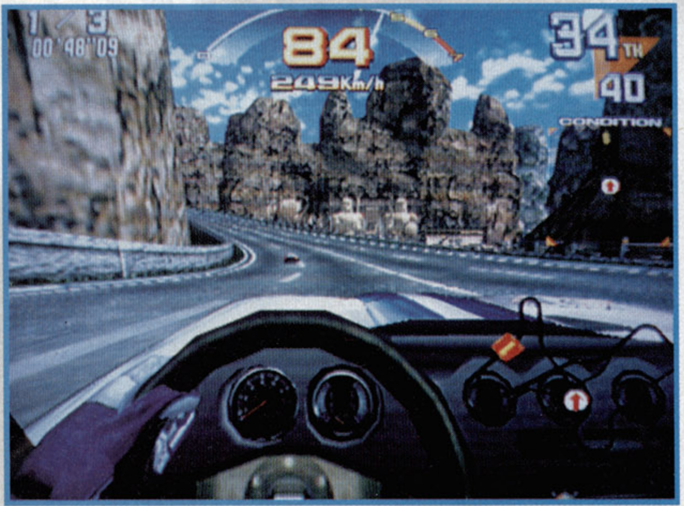
CANADIANS
join the fun!
Call: 1-900-451-3335
Only $1.49 per minute

Calls cost $1.29 a minute and average six minutes in length. Available to touchtone and rotary phones. Be sure to get your parent's permission to call Scary Larry's Adventures if you are under 18 years of age. Message subject to change without notice. A service of GamePro Media Group in San Mateo, CA

SEGA SUPER GT

Sega sizzles the track with its latest high-performance racer.

By Johnny Ballgame



Super GT's behind-the-wheel action really gets your blood pumping!

Pull into the fast lane of driving excitement with Sega Super GT, a road-roaring track burner that will overheat racing fans on sight.

Fearsome Foursome

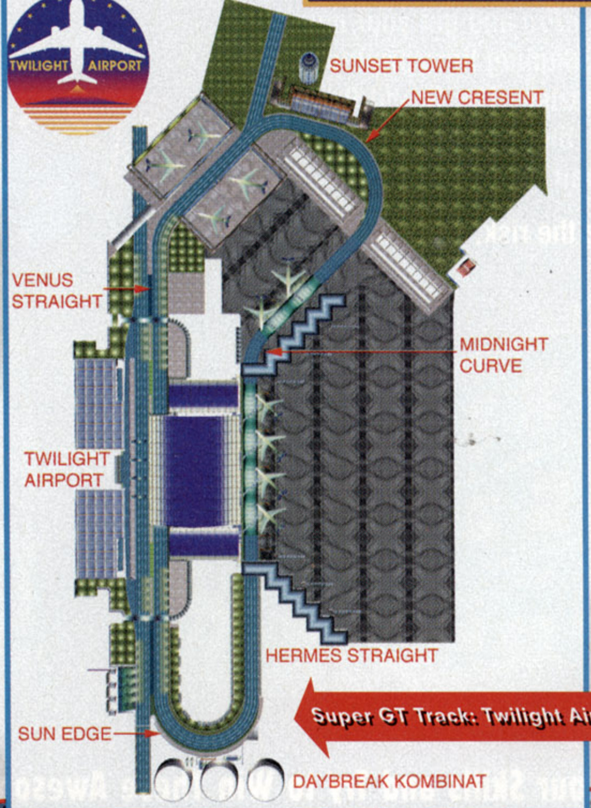
Super GT features four ferocious roadsters, ranging from a Porsche to a Viper, each with its own strengths and weaknesses in the areas of balance, control, speed, and cornering. Four crazy courses, including the mysterious Aztec ruins and a seaport city at night, test your skill. Controlling your vehicle is both fun and realistic: Super GT is easy to sit down and play, yet difficult to master due to the force-feedback steering system which reacts pretty radically to bumps and potholes in the road.

Processing polygons at the speed of 1 million per second, Sega's Model 3 board does the best job of capturing details of any arcade racer. At one point, you drive through an underwater tunnel that's surrounded by sharks and dolphins — the sight will knock your driving gloves off!

Super Sega

Mind-blowing, lead-foot-convulsing graphics coupled with nitro-charged driving should speed Sega to the top of the arcade circuit. Racing fans of all ages, start your engines: Sega Super GT's the most fun you'll have racing without needing an airbag.

Developed by AM2
Published by Sega
Available now
80% COMPLETE



Super GT Track: Twilight Airport

These classic high-octane cruisers feature both smooth looks and rides.

PSYGNOSIS
GAME MANIA!
Summer Frenzy of Fun
Lomax
SENTIENT
RUSH HOUR
adidas POWER SOCCER
LEAGUE OF PAIN
The City of Lost Children
FORMULA 1
WIPEOUT XL
PlayStation

GET $5.00 CASH BACK OR A FREE GAME

BUY 1

of these Psygnosis **GAMES** between 4/1/97 and 8/31/97

Receive* $5 refund check by mail from Psygnosis

BUY 2

of these Psygnosis **GAMES** between 4/1/97 and 8/31/97

Receive* 1 Game Free

BUY 3

of these Psygnosis **GAMES** between 4/1/97 and 8/31/97

Receive* 1 Game Free **PLUS** a CD Carrying Case

www.psygnosis.com

* Offer subject to conditions as detailed below. Please allow 6 to 8 weeks for shipment.

OFFER SUBJECT TO THE FOLLOWING CONDITIONS:
Requests must be received no later than 10/1/97. Offer not payable or redeemable at any retail stores. Only one offer application per envelope. Games must be purchased and receipt dated between 4/1/97 and 8/31/97. Only one application for each offer per family address, household, group or organization. Offer Two and Three good only while stocks last. Offer not valid for any games other than as listed above. Offers cannot be used in conjunction with any other offers. Cash register receipts, materials from non-compliant or duplicate requests cannot be returned. Psygnosis cannot accept any responsibility for any late, misdirected, incomplete, postage due or illegible requests. Theft, diversion, reproduction, transfer, sale or purchase of proofs of purchase or cash register receipts is strictly prohibited and constitutes fraud and will not be accepted by Psygnosis as a valid request. Offer available in USA (and Canada), its territories and military addresses in which this offer form is displayed or advertised only. Void where taxed, restricted or prohibited.

All games © Psygnosis 1996/7 except as below. Psygnosis and the Psygnosis logo are trademarks of Psygnosis Limited. ALL RIGHTS RESERVED. City of the Lost Children licensed © 1995 Constellation, Lumiere, Le Studio Canal + France 3 Cinema; adidas is a registered trademark of adidas AG; Formula One is licenced by FOCA to Fuji Television.

GAME MANIA MAIL-IN OFFER FORM

Please fill in the details below and mail this form with the following items:

1. Proof of purchase (original UPC) from each product package.
2. Original cash register receipt(s) with store name, title(s) purchased and date(s) of purchase circled (receipts cannot be returned).
3. Stamped envelope to: Psygnosis GameMania-PlayStation, 969 G Edgewater Blvd., #315, Foster City, CA 94404.

Name ______ Age ______ E-mail Address ______

Address ______ Apt. ______
(we cannot fill orders to a PO Box number)

City ______ State ______ Zip ______

I AM REDEEMING ☐ OFFER 1 ☐ OFFER 2 ☐ OFFER 3 (please check as appropriate)

OFFERS 2 AND 3 ONLY: Please send me the following game (from choice of above Psygnosis PlayStation titles only)

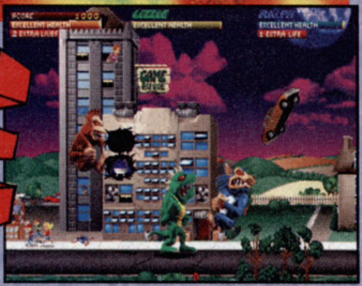
______

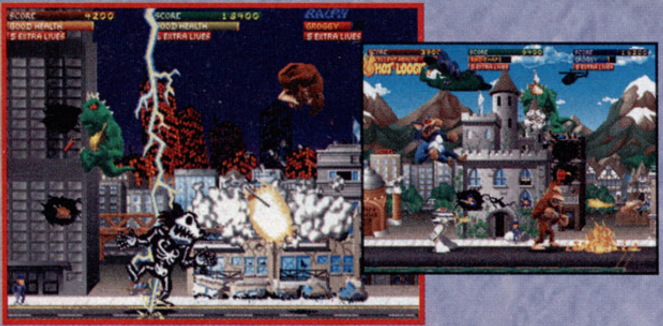
ONLY ORDERS ON THIS FORM AND ATTACHING THE ABOVE ITEMS WILL BE CONSIDERED.

PSYGNOSIS

The Rampage Heard Around the World!

RAMPAGE WORLD TOUR





Look out, King of the Monsters! Rampage, the bash-and-smash title of yesteryear, gets a complete graphics face-lift with this new version of the arcade classic.

Revamped Rampage

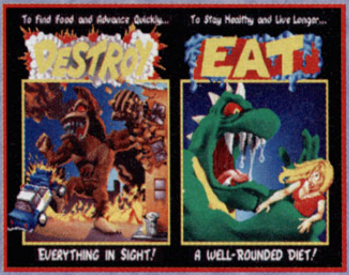
Dubbed Rampage World Tour, the game allows you to pick from one of three former scientists who have mutated into gigantic monsters (see "The Terrible Trio"). Each monster is loaded with special abilities and attacks, like the groin attack, and can also perform secret moves.

The object is simple: Wreck cities and score big points before the air force shows up. If you're low on health, you can eat civilians for an energy boost. Just watch what you munch because some items make you sick!

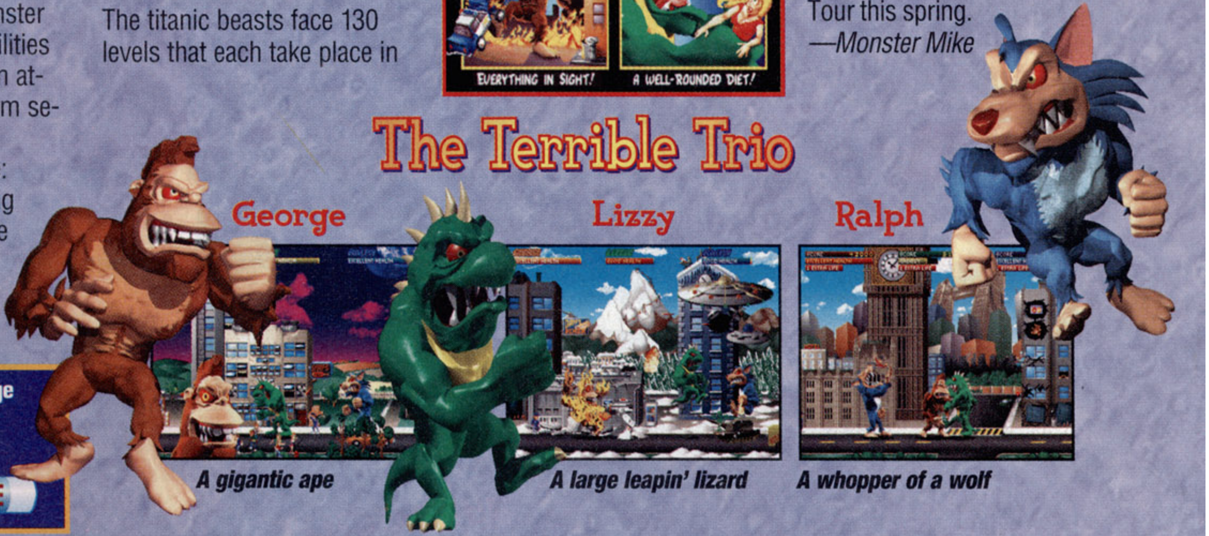
Wreckin' Time!

The titanic beasts face 130 levels that each take place in a major international city. There are also several hidden areas, including Area 69 and Hades, to trash for extra points. Not enough for your monster chops? Then find the four bonus levels where players are pitted against each other in a battle to the death!

Can the world survive? Can Rampage survive the test of time and be a hit again? Do you have enough quarters? Find out when Midway unleashes the World Tour this spring.
—*Monster Mike*


To Find Food and Advance Quickly...
DESTROY
EVERYTHING IN SIGHT!
To Stay Healthy and Live Longer...
EAT
A WELL-ROUNDED DIET!

The Terrible Trio



George

A gigantic ape

Lizzy

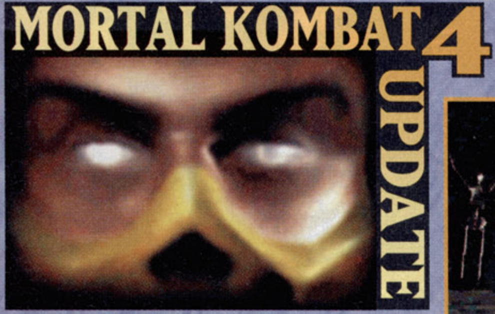
A large leapin' lizard

Ralph

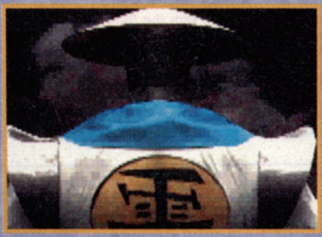
A whopper of a wolf

Developed by Game Refuge
Published by Midway
Available Spring '97
90% COMPLETE

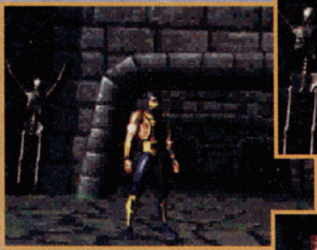
MORTAL KOMBAT 4 UPDATE



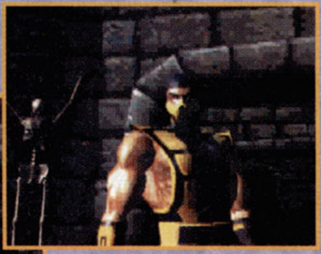
Bloodthirsty fighting fans have been kraving the latest info on Mortal Kombat 4, but there just hasn't been any—until now! MK4 will be the series' first 3D fighting game, featuring the latest Midway hardware that promises a faster-playing game and characters composed of over 3000 polygons each. Both Rayden and Scorpion are set to return. MK4 is seeking a decisively darker tone, eliminating both Babalities and Friendships. Check out GamePro Online *(http://www.gamepro.com)* for the latest facts, rumors, and pics and watch for more info in future issues of *GamePro.—Johnny Ballgame*



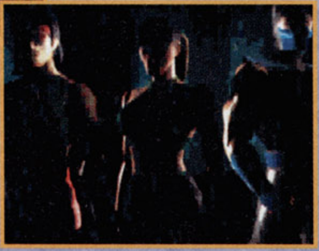
Rayden's return!



All the screens shown here seem to be taken from the game's introduction.

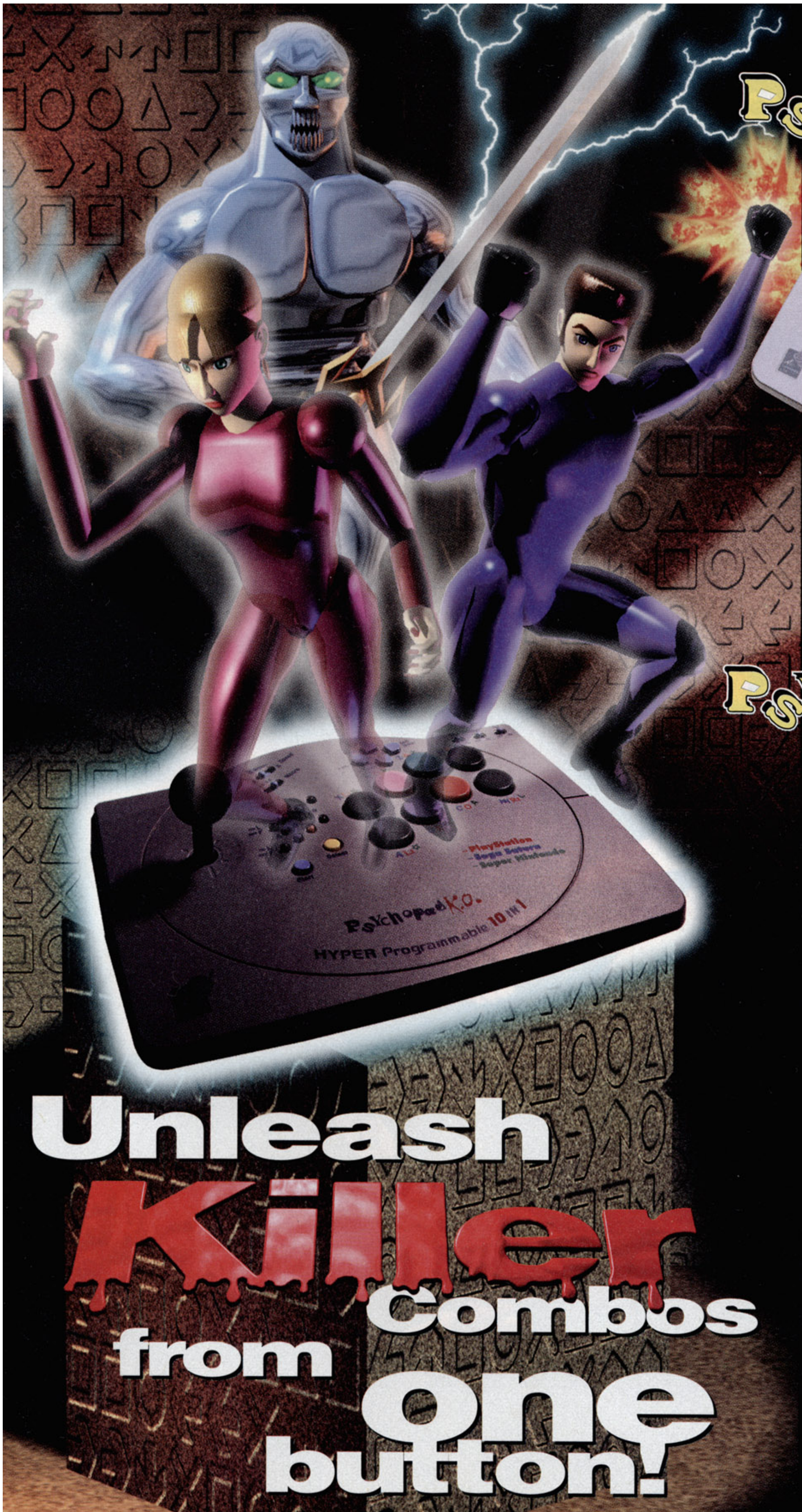


The wrath of Scorpion!



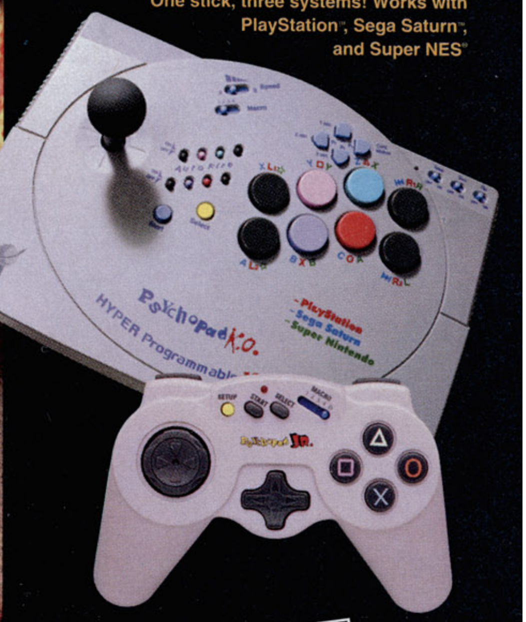
Sub Zero, Liu Kang, and Sonya look ready to return in MK4.

Developed and published by Midway
Available August
50% COMPLETE


PsYchopad K.O.
HYPER Programmable 10 IN 1
PlayStation
Sega Saturn
Super Nintendo

Psychopad K.O.™

One stick, three systems! Works with PlayStation™, Sega Saturn™, and Super NES®


PsYchopad K.O.
HYPER Programmable
PlayStation
Sega Saturn
Super Nintendo
Psychopad JR.

Psychopad JR.™

Available for PlayStation or Sega Saturn

SEIZE THE POWER OF PROGRAMMING WITH PSYCHOPAD K.O. AND PSYCHOPAD JR. FROM ACT LABS. HYPER PROGRAMMABLE TECHNOLOGY EXECUTES UP TO 10 COMBAT MOVES FROM ONE NASTY BUTTON. MASTER COMBO ASSAULTS IN TEKKEN 2™, STREET FIGHTER ALPHA 2™, MK3™, VIRTUA FIGHTER™ 2 AND ALL YOUR HOSTILE FIGHTING GAMES.

Unleash Killer Combos from one button!

10 IN 1
HYPER PROGRAMMABLE • HYPER PROGRAMMABLE

ACT·LABS™

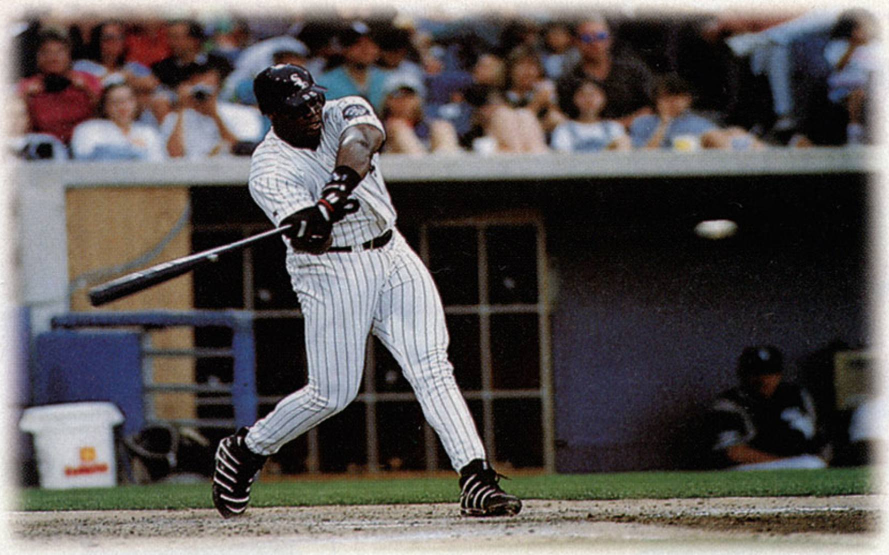
MAX THE EXPERIENCE

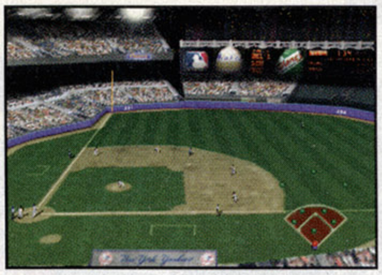
Available at: Electronics Boutique, Best Buy, The Good Guys!, Meijer, and Montgomery Ward

© 1997 ACT Laboratory Ltd. All rights reserved. Psychopad K.O., Psychopad JR., and ACT Labs are trademarks of ACT Laboratory Ltd. PlayStation is a trademark of Sony Computer Entertainment, Inc. Sega Saturn is a trademark of Sega Enterprises, Ltd. Super Nintendo and Super NES are registered trademarks of Nintendo of America, Inc. All other trademarks are the property of their respective owners.

http://www.actlab.com
1-800-980-9997

Paint the corners...
35
Reebok





ALL 28 3-D RENDERED MAJOR LEAGUE™ STADIUMS

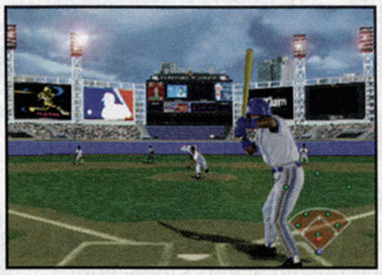


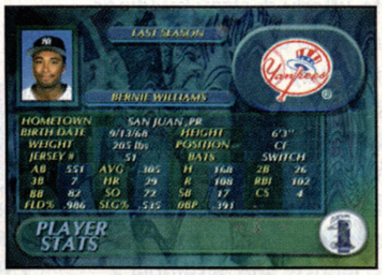
PHOTO REALISTIC PLAYER GRAPHICS

PLAY BY PLAY CALLS FROM JON MILLER

...or he'll spray the bleachers.

We could tell you that **ALL-STAR™ BASEBALL '97 FEATURING FRANK THOMAS™** has every feature you ever wanted (because it has). But every ball player will tell you he can hit. Or pitch. Or field. It's how you play that matters.

Just like an All-Star, we're bringing you the complete package. Intuitive. Fast. Accurate. Consistent. And multi-talented. Because an All-Star isn't just a pitcher. He's a fielder, too. An All-Star isn't just a batter. He's a threat to steal. An All-Star isn't just a catcher. He's a pitching coach. An All-Star is a workhorse. And a stallion. An All-Star is a player. All the time.



LAST SEASON

BERNIE WILLIAMS

HOMETOWN SAN JUAN, PR

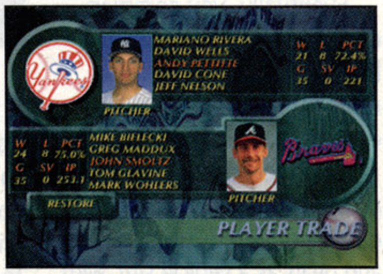
BIRTH DATE 9/13/68 HEIGHT 6'3"

WEIGHT 205 lbs POSITION CF

JERSEY # 51 BATS SWITCH

AB	551	AVG	.305	H	168	2B	26
3B	7	HR	29	R	108	RBI	102
BB	82	SO	72	SB	17	CS	4
FLD%	.986	SLG%	.535	OBP	.391		

FULL SEASON TEAM AND PLAYER STATS



MARIANO RIVERA
DAVID WELLS
ANDY PETTITTE
DAVID CONE
JEFF NELSON

W	L	PCT
21	8	72.4%
G	SV	IP
35	0	221

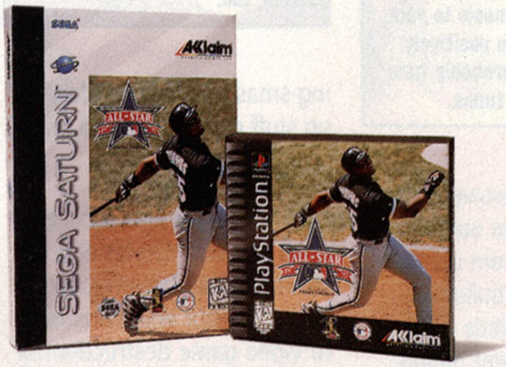
PITCHER

W	L	PCT
24	8	75.0%
G	SV	IP
35	0	253.1

MIKE BIELECKI
GREG MADDUX
JOHN SMOLTZ
TOM GLAVINE
MARK WOHLERS

PITCHER

TRADE PLAYERS BETWEEN TEAMS



ALL ★ STAR 1997™

FEATURING
FRANK THOMAS

A PERFECT GAME

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

PLAYERS CHOICE™

GENUINE MERCHANDISE

BIG HURT™

www.majorleaguebaseball.com

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. ©MLBPA Officially Licensed By Major League Baseball Players Association. Officially licensed by Big Hurt Enterprises, Inc. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1997 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown were taken from the PlayStation version of the videogame.

Acclaim
entertainment, inc.

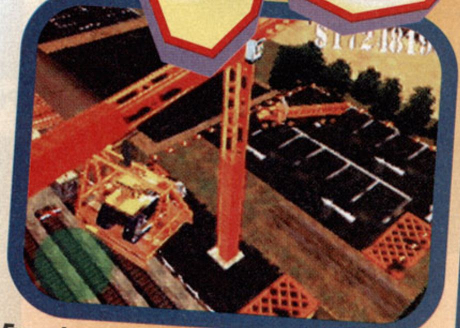
www.acclaimsports.com

Blast Corps
(By Capcom)
By Slo Mo

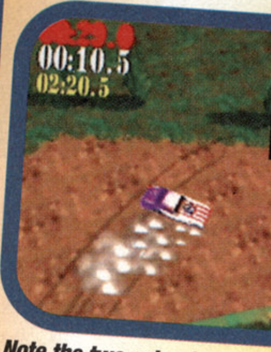
Replay? HI
Challenge adv Level
KIDS TO ADULTS K-A AGES 6+

$69.95	Action/strategy
64 megs	1 player
Available now	60+ levels

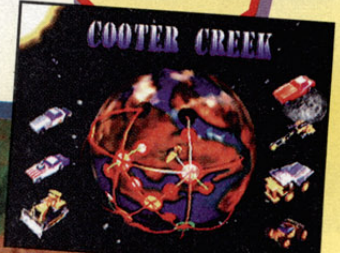
BLAST CORPS



Every level is packed with a multitude of intricate tasks in a mad race against the clock. Here you drive the truck to the Ram Dozer by the crane. Run the little man to the Ram Dozer. Drive the Ram Dozer onto the platform. Then run the little man to the crane. Lift the Ram Dozer and swing it to the other side of the tracks. Then run the little man across a bridge to drive the Ram Dozer. That's only the start!



Note the two sets of skid marks. Dynamic, real-time graphics enable the game to retain the skids the car made on its first lap.



This crisis spans the globe.

Are you the kid who constructs Lego buildings, then pulverizes them with Tonka trucks? Is dynamiting buildings into rubble your idea of "high art?" Any way you cut it, recruit—the Blast Corps wants YOU!

Construction Destruction

Blast Corps is like Pilotwings with a kamikaze twist. It's a multifaceted game that melds a slick vehicle sim and a mind-thumping action/strategy challenge with massive destructive force.

The name of this game is to utterly destroy buildings so as to clear a path for a runaway truck that threatens to turn the world into a radioactive wreck. As you plow through the 60-plus levels, however, you undertake side missions to find six nuclear scientists and assemble a motley fleet of vehicles.

Eventually, you commandeer 12 vehicles, including a bulldozer, a dump truck, a motorcycle, and robots. You even guide a little man.

This mechanical melting pot deepens the multifaceted gameplay. Blast Corps wheels and deals as a vehicle sim, with each piece of equipment producing unique handling characteristics and unique ways of destruction. In some levels you run a lap-based road race against the clock; in others you operate cranes and barges to overcome obstacles. The controls do a first-rate job. Blast will challenge average gamers to hone their technique.

The Blast Picture Show

Blast Corps is a visual tour de force. Although it doesn't immediately blow you away, many of its impressive details will just knock you out.

The vehicles, from the futuristic mechs to the bulldozer right down to the little running man, show excellent details. The awesome-looking explosions whip you into a building-smashing frenzy. Blowing up stuff never looked so sweet.

Hard Corps

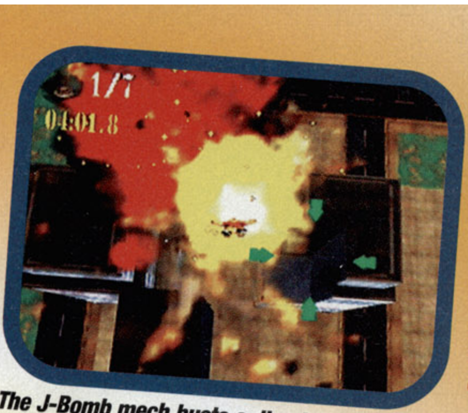
Maybe using a Wrist Rocket to launch Hot Wheels at your sister's Barbie Dreamhouse is more fun, but when it comes to video game destruction for brains and brawn, Blast is definitely the master. G

Control
5.0
Impressive precision enables you to do a great job of orchestrating the unique movements of a wide variety of machinery. Mastering maneuvers with the analog joystick requires driving lessons, but even that's fun.

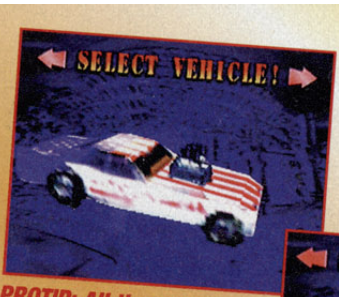
Graphics
5.0
The graphics are...well... explosive! The vehicles and the robots rock, and the fine animation endows each one with a distinctive look and feel.

Sound
4.5
Boom! Blam! Kerrrunch! If this is music to your ears, Blast Corps is positively symphonic. You'll probably tune down the middling tunes.

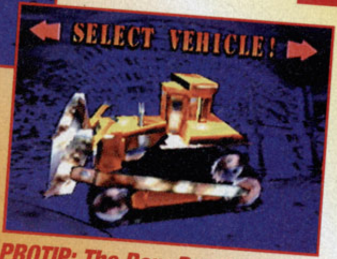
Fun Factor
5.0
Clearing a path for the rolling A-bomb is a progressively tough challenge, but running all the hardware is such a kick that you'll have a good time anyway. Over 60 levels and hidden areas within hidden areas give you your money's worth, too.



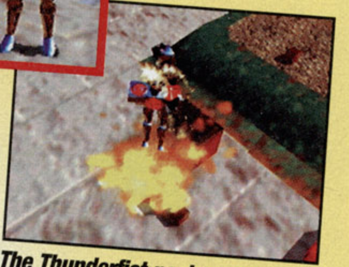
The J-Bomb mech busts a dive-bombing header. The Blast Corps explosion animations look spectacular.



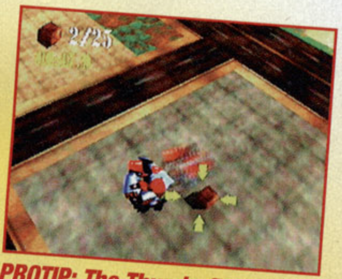
PROTIP: All the autos (even the van) have similar performance characteristics.



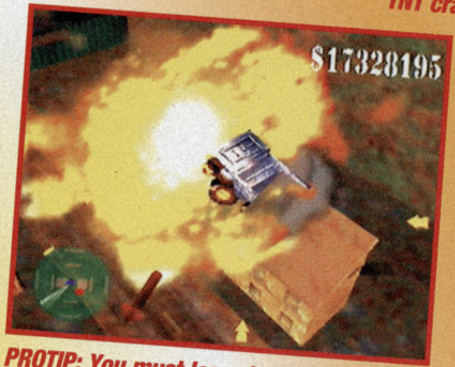
PROTIP: The Ram Dozer pushes TNT crates the most efficiently.



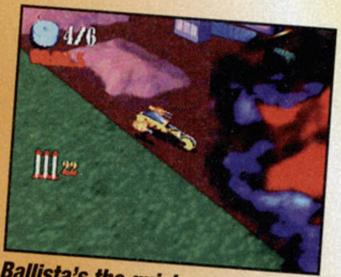
The Thunderfist packs major wallop in its massive single arm.



PROTIP: The Thunderfist mech covers territory more quickly if you press A, the attack button, to make him roll.

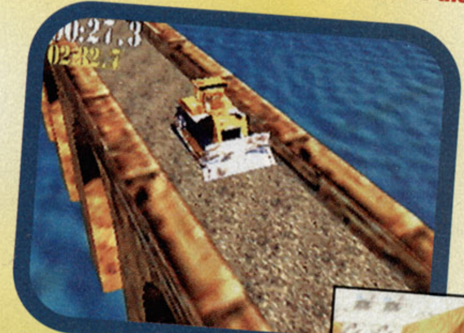


PROTIP: You must learn to swing the rear end of the Backlash dump truck at targets.



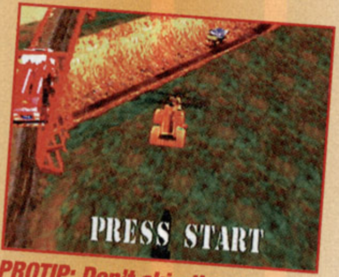
Ballista's the quick, missile-firing motorbike that pumps some explosive firepower.

PROTIP: You don't need all the machinery to play through the game, but you must have them all to ultimately complete this epic blast-a-thon. Scour the bonus areas.

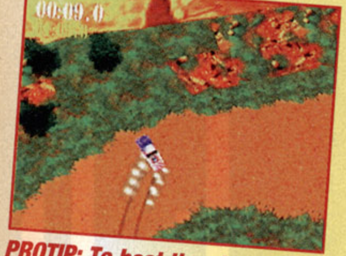


PROTIP: If a structure has absorbed enough blows, you can save time by destroying it with simple "nudging" as opposed to an all-out crash.

Blast Corps paints gorgeous graphics and primo animations.

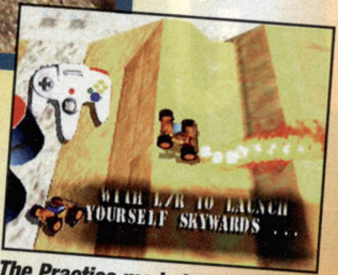


PROTIP: Don't skip the cinema sequences that introduce each level. They reveal your path from beginning to end.

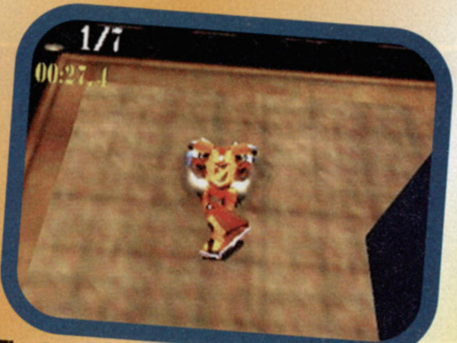


PROTIP: To beat the clock during the race-car time trials, learn to power slide through the turns.

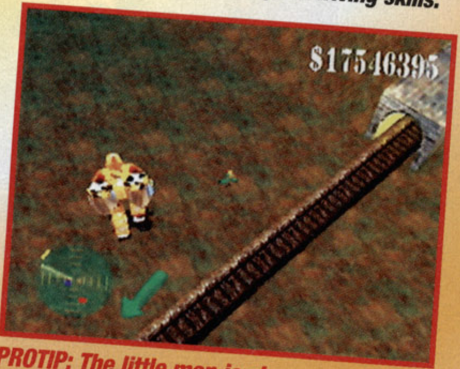
PROTIP: When you reach the end of a level and climb into the Eighteen Wheeler, be sure you don't park it in the nuke truck's path. If they collide, you're toast, even if you've completed every challenge.



The Practice mode helps sharpen your driving skills.

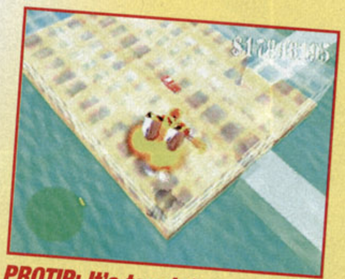


The J-Bomb mech's the only flying machine, and it's waiting for you.



PROTIP: The little man is slow, so give him plenty of time to run to vehicles and other machinery he needs to operate in order to complete the level.

PROTIP: The Side Swipe's side-mounted jackhammers require special Hammer Cartridges. Conserve them, or you'll never finish the level.



PROTIP: It's tough to acquire the racing car in its bonus level. Find the translucent garage, then climb to the top of the cliff to find a hidden mine shaft.

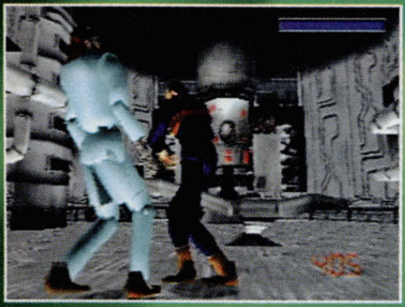
Cold, alone, unsure even of your identity. A deadly virus courses through your veins.

A genetic lab holds the key to survival. As you unlock the mystery of your identity, more disturbing questions arise.

Change characters to master changing circumstances. Raz, the man of action. Millie, the mysterious woman who may be no stranger. And Pipo, the friendly robot.

RATING PENDING
RP
CONTENT RATED BY
ESRB

YOUR BLOOD



Multiple perspectives and compelling cinematics bring the 3-D world to life. Can you find the cure in time to save yourself?

Challenging puzzles.
Intriguing storyline.
No compromises.

OverBlood

A 3-D Sci-Fi Adventure

Riverhillsoft

PlayStation™

ELECTRONIC ARTS®
www.ea.com

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

MechWarrior 2

(By Activision)

By Air Hendrix

- Price not available
- Available now
- Mech combat
- 1 player
- 48 missions
- 12 mechs
- In-the-cockpit view

Challenge adj Level

KIDS TO ADULTS K-A AGES 6+

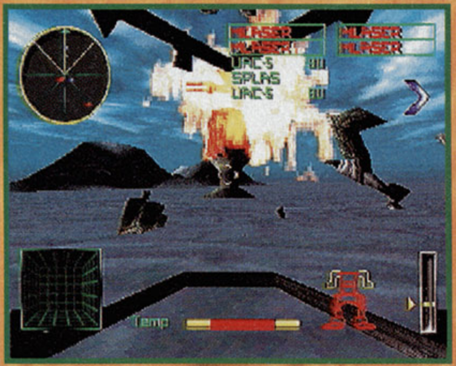
Replay? MED

MECHWARRIOR 2

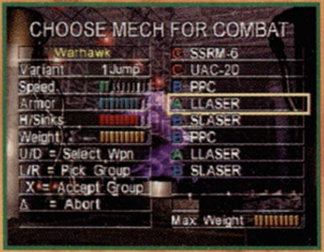
The term "PC port" often makes console gamers wince because many PC titles suffer severely in the switch. MechWarrior 2 deftly avoids that pitfall, ditching the complexity of the classic PC sim in favor of gripping arcade-style mayhem.

Set in the popular BattleTech universe, Mech 2 drops you into a war between Clan Wolf and Clan Jade-Falcon. As a grunt at the helm of a mech loaded with hellacious firepower, you destroy enemy installations, collect intel, and more in the fight for your clan's supremacy.

Mech 2's frenzied combat and huge, varied lineup of missions make for blistering gameplay. But Mech 2's not without its flaws: The absence of multiplayer action's a real downer, and some of the missions are dull and unchallenging. Still, it leaves posers like Krazy Ivan munching mech exhaust. Mech 2's a battle worth signing up for. G



PROTIP: It's often worth overheating and shutting down if you can tell that one more shot will finish off your opponent.



CHOOSE MECH FOR COMBAT

Warhawk

Variant 1Jump

Speed

Armor

H/Sinks

Weight

U/D = Select Wpn

L/R = Pick Group

X = Accept Group

Δ = Abort

C SSRM-6

C UAC-20

B PPC

A LLASER

B SLASER

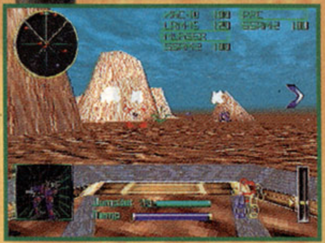
B PPC

A LLASER

B SLASER

Max Weight

PROTIP: Group your weapons tactically to pack the biggest wallop in different situations. For example, long-range energy weapons, short-range energy weapons, and homing projectiles are a deadly combination.



PROTIP: If you're surrounded in a slow mech, back up into a mountain in order to cover your back while shooting.

Graphics

4.0

Mech 2 shines with cleanly detailed mechs, sizzling weapons effects, and nicely textured landscapes. The worlds look a little too polygonal and sterile, but you'll spend most of your time staring down incoming fire anyway.

Sound

3.5

The solid sounds perform just fine. The grinding guitar tunes wear thin, but the raucous roar of the weapons and exploding mechs commands most of your attention.

Fun Factor

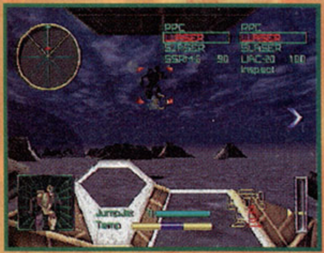
4.0

If mech combat's your thing, Mech 2 ranks as the PlayStation commander-in-chief. Even without two-player action, the fierce combat, awesome weapons, and unending missions offer plenty of fun for one.

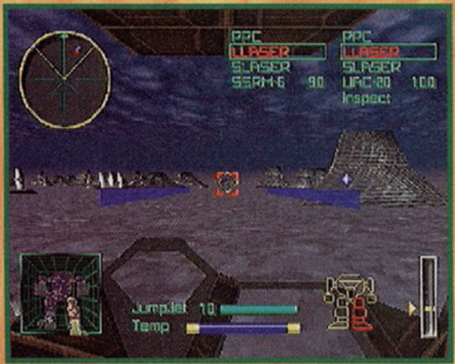
Control

4.0

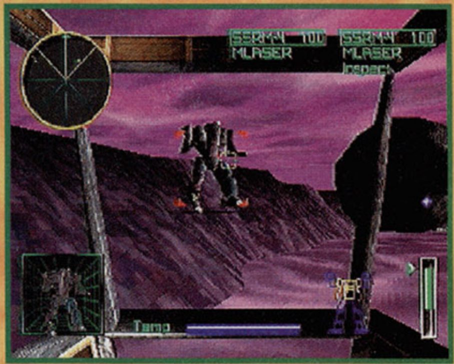
With practice, Mech 2's responsive controls enable you to whip through the battlefield with ease. Still, a third-person view would've been real handy in crowded combat, and the mech-maintenance screens are too tricky.



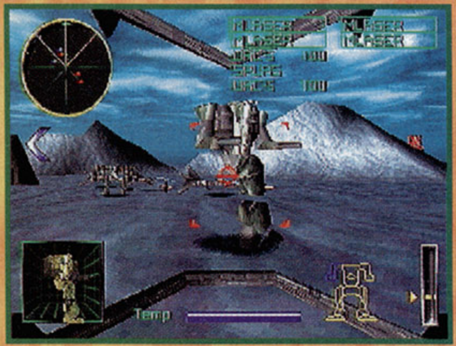
PROTIP: If an enemy flies overhead, target a leg so they're immobile as soon as they land.



PROTIP: If you're armed with long-range lasers or missiles, play it safe by stopping as soon as you're within range of an enemy (the cross hair will turn red) and firing away from a distance.

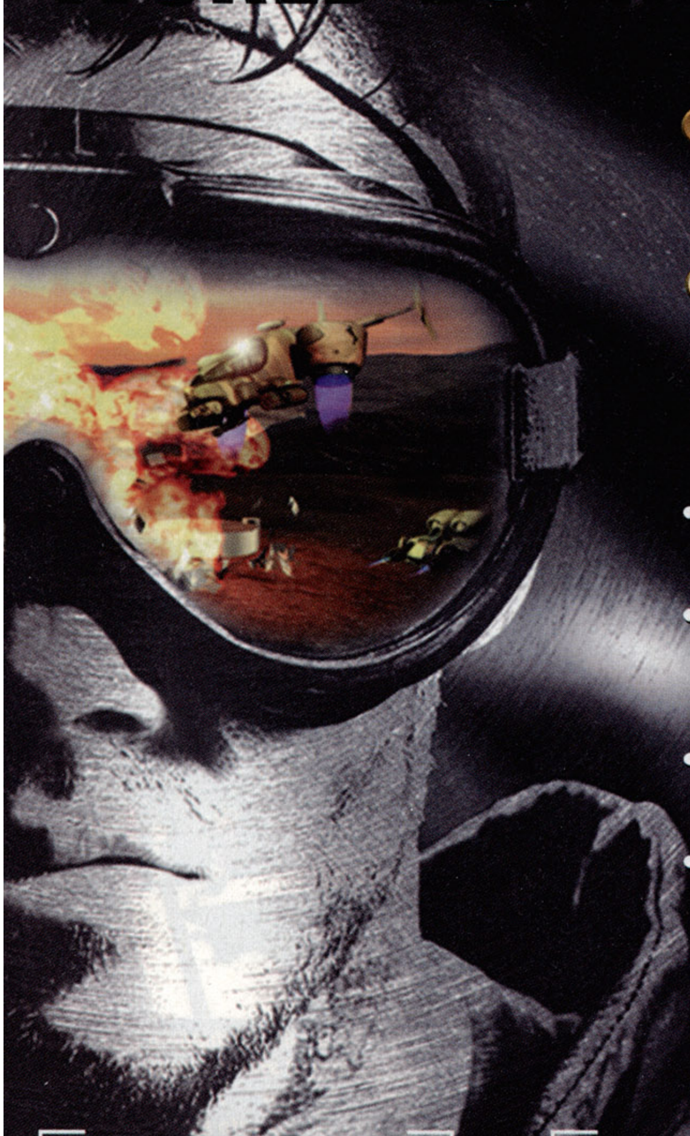


PROTIP: Use light, speedy mechs to scout missions and plan a course of attack for the heavy-duty mechs.



PROTIP: If you've crippled an enemy by blasting off their leg, circle behind them so they can't pivot and target you, then finish the job.

WORLD DOMINATION IN A BOX



COMMAND & CONQUER®

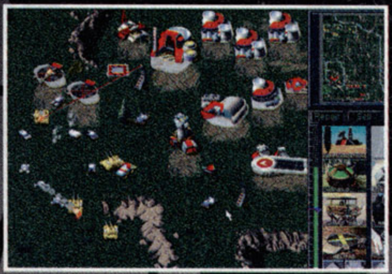
FOR SEGA SATURN™ AND SONY PLAYSTATION™

- PlayStation™ version features all of the original C&C missions plus 6 extra levels and all of Covert Operations™
- Saturn™ version features all of the original C&C missions and a sound track that has been recorded in Red Book Audio for superb stereo sound
- Both versions have fast paced game play scrolling at 60 frames per second
- Cinematic movie scenes put the player in touch with the action

AT RETAILERS EVERYWHERE OR CALL 1-888-VIECOM1

Over 40 missions on two CD-ROMs

Dozens of close-ups and action shots



The ultimate strategy game

Westwood™ STUDIOS
www.westwood.com

SEGA SATURN™

PlayStation™

Also available on DOS, Windows® 95, & Macintosh® CD-ROM.

Command & Conquer is a registered trademark of Westwood Studios, Inc. © 1997 Westwood Studios, Inc. All rights reserved. Sony PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Sega Saturn and the Sega Saturn logo are trademarks of Sega Enterprises, Ltd. Windows 95 are registered trademarks of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer.

WCW vs The World
(By T•HQ)

By Johnny Ballgame

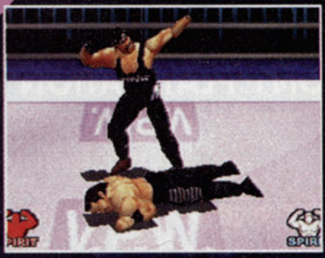
$49.99 Wrestling
Available now 2 players

Challenge int Level

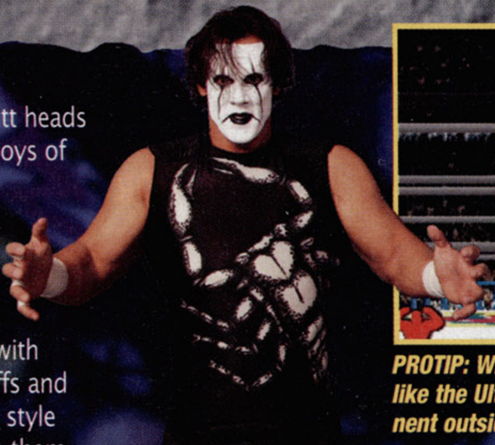
Replay? HI

KIDS TO ADULTS K-A AGES 6+

WCW VS. THE WORLD

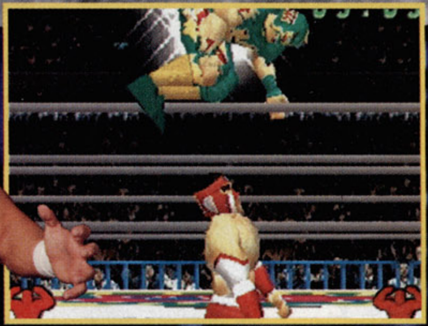


Watch out! Hulkamania's runnin' wild on the PlayStation.

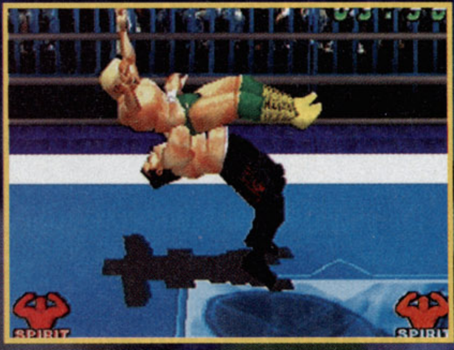


Get ready to butt heads with the big boys of professional wrestling. Some of the WCW's most outrageous characters kick their way onto the PlayStation with the free-for-all fisticuffs and raucous, roughhouse style that's made them the most popular organization in the world of wrestling.

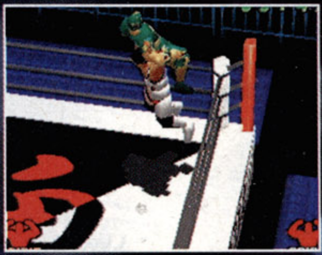
When it comes to options, WCW vs The World piledrives its competition through the mat. An unprecedented 52 wrestlers from around the world are featured, including 12 of the WCW's top stars, such as Hulk Hogan and Sting. Combatants compete in League Challenges, Tournaments, Exhibition, and Elimination matches, but it's the detailed mat techniques, barbaric brouhahas, and countless signature wrestling holds (from Lex Luger's Torture Rack to the Ultimo Dragon's Asai Moonsault) that will ultimately crown WCW "Lord of the Rings."



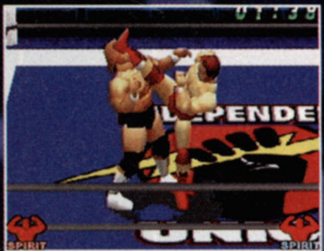
PROTIP: When playing with a high-flyer like the Ultimo Dragon, throw your opponent outside the ring and, while pushing against the ropes, tap ○ to pounce on him with a special move.



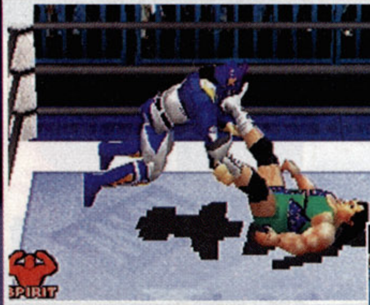
PROTIP: When your opponent is wobbly, go for the kill. Tap R1 to duck behind him, then tap ○ to strike him.



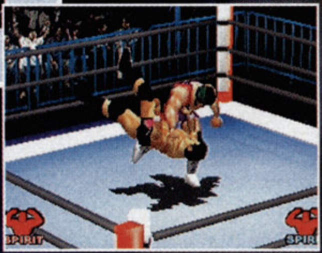
PROTIP: After whipping your opponent into the turnbuckle tap ○ to hoist him up onto the ropes for a high-risk maneuver.



PROTIP: Run at your opponent and tap × to deliver a fierce blow to the head.



PROTIP: A head-butt where it counts is an effective way to injure your opponent.



PROTIP: To perform a reversal, simultaneously tap ☐ and ○ when your opponent is punching or kicking.

Control

5.0

Whether you're leaping off the top turnbuckle with a Missile Dropkick or pounding opponents with Powerbombs, WCW has the controls that make it easy to pulverize your opponents.

Fun Factor

4.5

From pillar to post, WCW vs The World gives wrestling fans what they've been lacking: A game with real wrestlers and real wrestling holds. WCW's one of the best wrestling titles ever to "walk the aisle" into the home arena. It pins Power Move in almost every respect.

Sound

4.0

Finish off an opponent in a submission hold and you'll hear the eerie crack of his bones breaking! The lack of a ringside announcer, though, is disappointing.

Graphics

4.0

The polygonal wrestlers capture the authentic looks and attitudes of the real-life brawlers, while the hair-raising holds of havoc are performed with great detail.

PSSSTTT.... WANT YOUR GAMEPRO? THEN.....

SUBSCRIBE!

GAMEPRO
Issue 95
TEKKEN 2
GAMEPRO
Issue 96
DOOM
FINAL DOOM

ONLY
$19.97
67% OFF
THE COVER PRICE!

YES! ENTER MY SUBSCRIPTION TO GAMEPRO (12 ACTION-PACKED ISSUES) AT THE INCREDIBLY LOW PRICE OF $19.97. I'LL SAVE $40.00 OFF THE COVER PRICE!

MAIL TO: GAMEPRO
P.O. BOX 55527
BOULDER, CO 80322-5527

NAME ____________________
ADDRESS ____________________
CITY, STATE, ZIP ____________________

☐ BILL ME ☐ PAYMENT ENCLOSED

Send Foreign and Canadian orders prepaid in U.S. funds, with $30/year additional for air delivery.
Annual newsstand rate: $59.88. Allow 6-8 weeks for delivery of your first issue.

575G0

BattleStations

By The Rookie

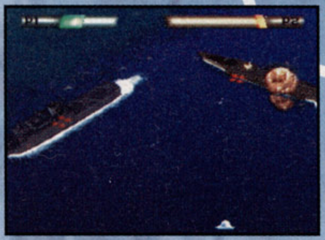
Load the main guns, man the torpedoes, and clear the flight decks—BattleStations invades the PlayStation with seafaring arcade action that has a strategic flair.

This battleship combat sim lets you square off against tyrannical dictators with a fleet of warships. You build a task force from eight types of devastating ships, including aircraft carriers, destroyers, and even submarines. You can play head-to-head arcade-style against a friend or the computer, or complete strategic missions similar to those in Soviet Strike.

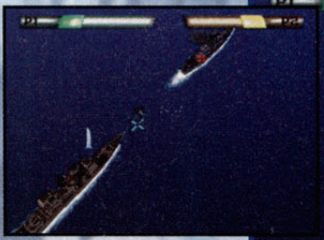
The graphics and sounds are superb. The ships show excellent detail that includes fighter squadrons taking off from the aircraft carrier. Equally well-done and realistic are the explosions and the near-misses that hit the water. The sonic concussions, confirmation from your subordinates, and the driving soundtrack create authentic audio.

Controlling your vessel is tricky until you learn the physics of each ship. The Arcade mode will help you hone your navigation skills, though.

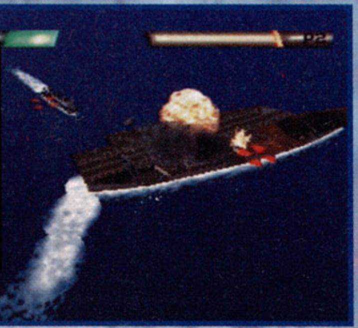
BattleStations is a solid combat game. It's tough sailing, but it's worth at least a weekend to see if it floats your boat for intense sea action. G



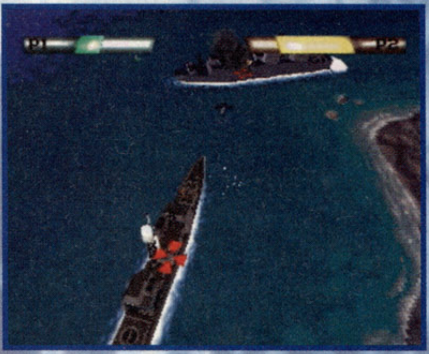
PROTIP: Send planes from the aircraft carrier on kamikaze runs to damage your opponent.



PROTIP: Use hit-and-run tactics to take out your opponent.



PROTIP: In the Campaign mode, use the patrol boat to finish off any severely damaged aircraft carriers.



PROTIP: Watch your ship's damage closely and send out the rescue helicopter at every opportunity.

BattleStations by Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	3.5

$49.95
Available now
Battleship combat
2 players
Overhead view

Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

K1 THE ARENA FIGHTERS

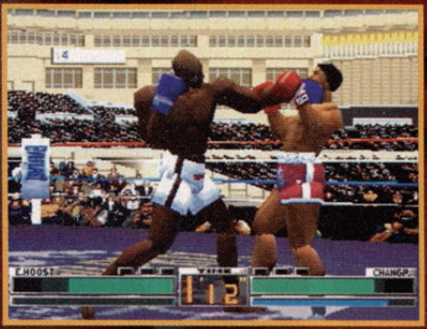
By The Rookie

Fight fans, get ready for a pugilistic party! K-1: The Arena Fighters is an authentic kickboxing game that requires you to use more than your fists to win.

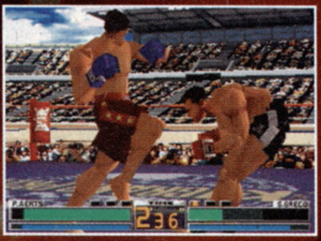
K-1 showcases eight real-life kickboxers from around the world in One Player, Versus, Tournament, and Team Battle modes. As in real kickboxing, your fighter tosses fists and feet, enabling you to string together wicked combos. This game is pure kickboxing, so don't look for fancy fireballs or projectiles. You must analyze your opponent's style, and then fight accordingly.

Each fighter exhibits lifelike movement via a well-defined, polygonal look, slick sounds, and excellent controls. A rotating camera brings the action right to you by displaying an awesome ringside panoramic view. The realistic punching and kicking audio effects are enhanced by the crowd chants and a flawless announcer. The ease of the controls enables you to orchestrate your fighter's every move with explosive precision.

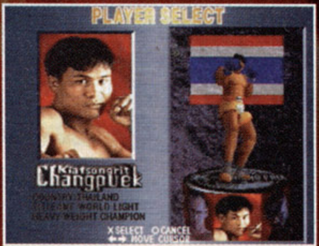
Even though it's not a traditional boxing or martial arts sim, K-1 is the most realistic fighting game to date. Because of its limited array of fighters, though, you might want to rent it first to see if it deserves a permanent spot in your arena. G



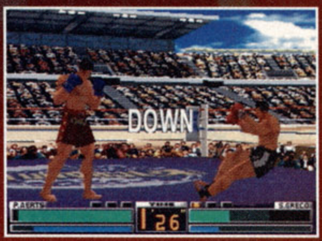
PROTIP: Wear down your opponent by using constant jabs.



PROTIP: When an opponent ducks, grab him by the head and give him a knee to the chops.



PROTIP: For the best success, use a fighter like K. Changpuek that's well balanced in both strength and speed.



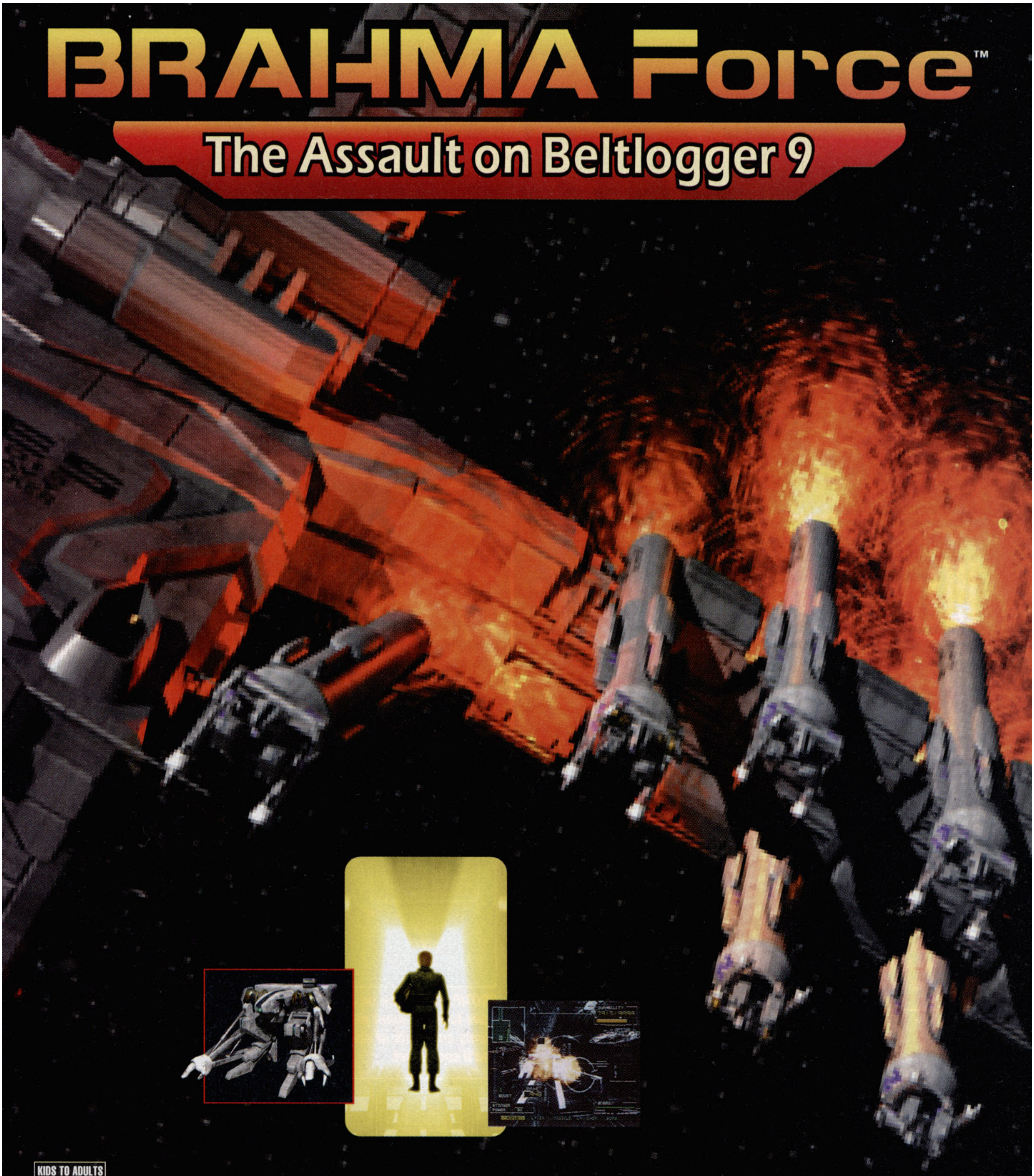
PROTIP: Make your opponent swing and miss, then connect with a right cross.

K-1: The Arena Fighters by T•HQ

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.0

Price not available
Available now
Fighting
2 players
Rotating view

Challenge: Adjustable
Replay value: Medium
ESRB ratings: Kids to Adults



KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Genki

JALECO™

PlayStation™

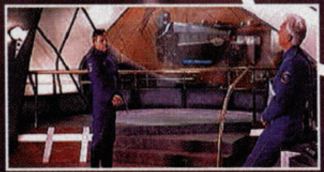
COMING SOON TO PLAYSTATION

©1997 GENKI CO., LTD. Presented by JALECO LTD. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC/UC DESIGNATION.

Wing Commander IV: The Price of Freedom

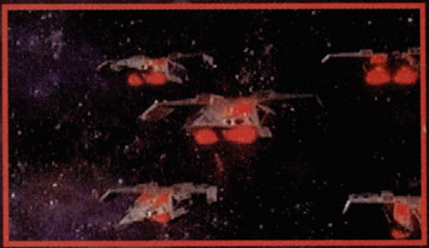
By Toxic Tommy

Wing Commander IV: The Price of Freedom does a workmanlike job of converting the PC game for PlayStation duty, but it's not for impatient, twitch-o-centric space aces. As you might expect from a four-CD game, Wing's packed with entertaining but lengthy video sequences. Moreover, numerous data loads noticeably break up the action.



Stars like Mark Hamill and Malcolm McDowell pump Wing Commander IV's appeal.

There's a good assortment of missions, which include deploying space commandos, intercepting base ships, and flying spy missions—all the while engaging in good ol' dogfights. It's a grand space epic, but unfortunately the actual combat's dry.

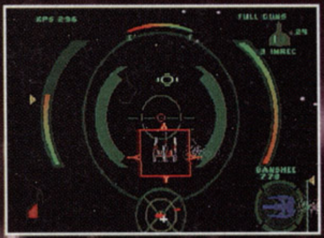


Wing's superb animations star.

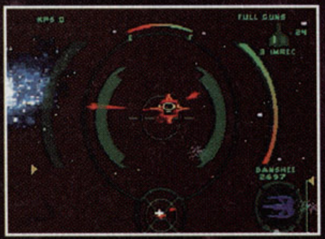
The dogfights feature sweaty chase-and-be-chased intensity, but they're chaotic, even though enemy ships are few. Bogeys are as tough to track as runaway meteorites, and you rarely get a good look at them.

The graphics and sounds are a treat. The story cinemas and animated sequences are outstanding, but the gameplay visuals rely a little too much on radar blips. The macho dialogue drives energy into the voices, and with a Prologic sound system, the Dolby Surround is very cool.

Wing Commander IV presents an engaging story. With more interesting enemy encounters, this game could have taken wing. G



PROTIP: Speeds in the green of the Speed Indicator are the most effective in dogfights.



PROTIP: When facing two enemy fighters, attack one, but as soon as red blaster bolts zip past your windshield, veer off.

PROTIP: Save your torpedoes. They're the only ordnance that can take out certain rebel ships.

Wing Commander IV: The Price of Freedom by Origin

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5

$55
4 CDs
Available now
Space-combat sim
1 player

Supports analog joystick
Challenge: Advanced
Replay value: Low
ESRB rating: Teen

Sentient

By Bonehead

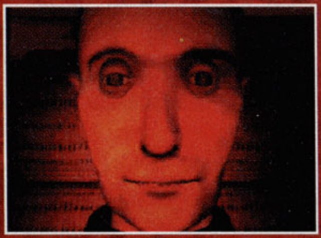
Sentient is a well-crafted, immersive sci-fi thriller. Fans of complex strategy will enjoy this thoughtful RPG-like adventure.

A careful search for information drives the gameplay. You're a medic who's crash-landed on a troubled space station that's not only on a collision course with the sun, but also has a murderer aboard. You conduct a first-person exploration of the station's six levels, interview the crew, and look for items so you can save everyone within 72 hours.

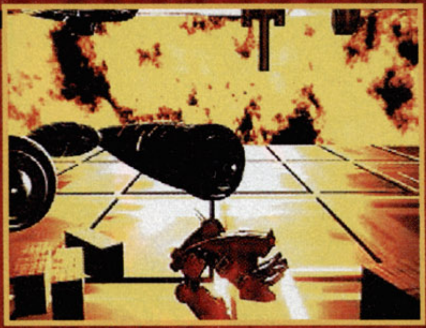
Easy-to-use menus facilitate your hunt for clues. With these effective controls, your character can form long, complete sentences and perform a multitude of simple tasks in his search to uncover the info needed to save the station.

The sound is the game's weak link. There are few voices, and the music isn't always appropriate for the slowly building strategy. Conversely, the graphics are strong, especially the detailed rendered 3D environments. The crew's goofy faces, however, are a letdown.

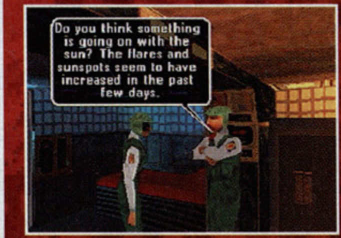
In Sentient you encounter no monsters or mayhem—you use your mind, not your trigger finger. But the intricacy and suspense make the brainwork rewarding (and replayable, too, with six endings). G



PROTIP: Ask questions using various facial expressions (press L1 or L2 as you speak), and you'll sometimes get different responses.

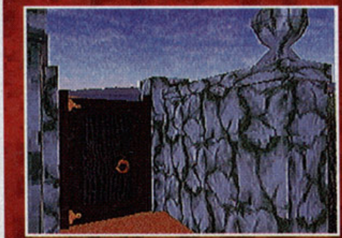


PROTIP: The intro isn't just for show—it gives you clues you can follow up later.



Do you think something is going on with the sun? The flares and sunspots seem to have increased in the past few days.

PROTIP: Eavesdrop on conversations to learn about plot developments and traits of characters you'll soon meet.



PROTIP: In the mazes, use the lighted columns as markers and work your way toward the center until you reach the inner gate.

Sentient by Psygnosis

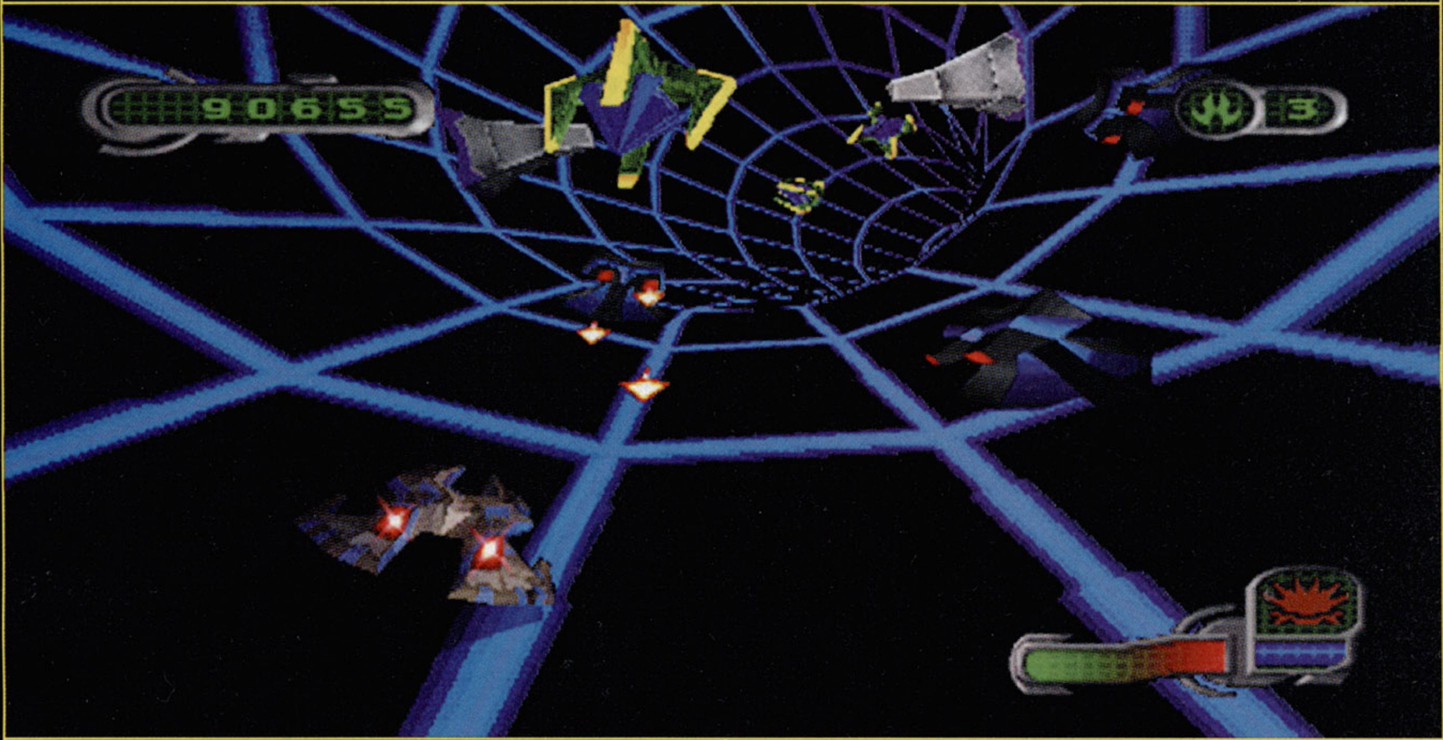
Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

$59.95
Available now
Adventure/strategy
1 player
6 endings

First-person view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Yesterday, you were a cocky 2-D arcade shooter.

Today, you totally suck.



We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.

Virgin INTERACTIVE entertainment
PlayStation™
KIDS TO ADULTS K-A CONTENT RATED BY ESRB
Tetragon®

www.vie.com

PlayStation
nanotek warrior
K-A
Tetragon
Virgin

NanoTek Warrior™

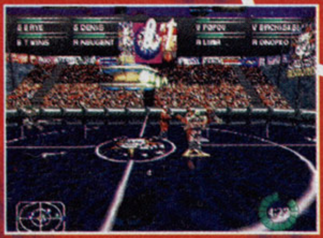
© 1996 Virgin Interactive Entertainment, Inc. All rights reserved. NanoTek Warrior is a trademark of Tetragon and Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises. Ltd. Sony, the Sony PlayStation and the PlayStation Logos are all trademarks of Sony Computer Entertainment Inc. Chin up. At least you don't suck at reading mice type.

League of Pain

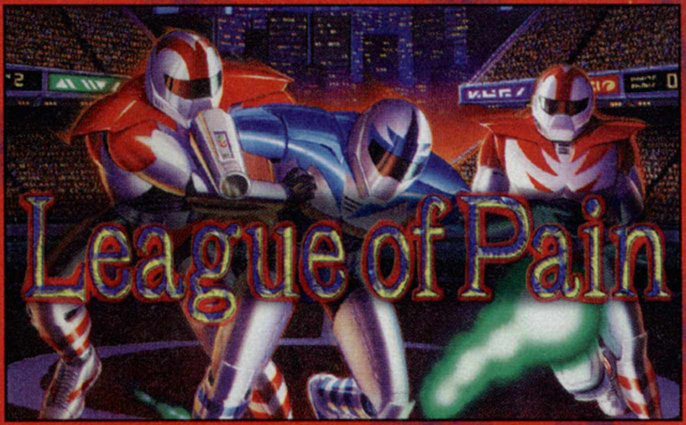
By Johnny Ballgame

League of Pain is a barely above-average cybersports title that combines elements of basket-brawl and hockey in a game full of goals, punches, and horrendous camera angles.

Your team competes in an arena divided into halves with a spherical goal hovering over midfield. The object is to charge the ball in your end of the stadium and shoot it into the goal from distances that are assigned various point values.



PROTIP: When you have an easy shot, take it—if you try to back up for more points, you're liable to lose possession.

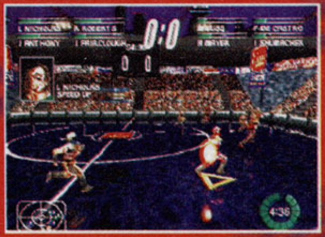


Controlling your players is at times difficult, mainly because both the charge and pass options are executed with the same button, causing you to sometimes lose possession.

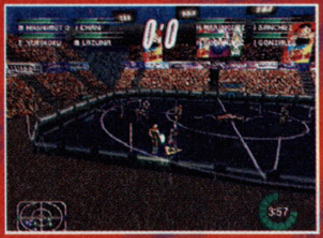
Graphically, the main problem is the lack of good camera angles. Some of the views are too close, limiting your play perspective, while others are too far removed, making it difficult to see exactly what's going on.

FIFA-style crowd chants add excitement, but the announcers quickly become repetitive.

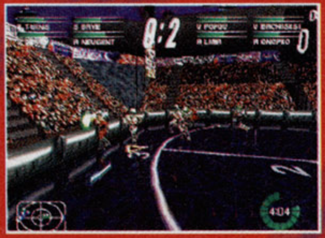
League of Pain is fun at times, especially with two players, but the camera angles and sometimes frustrating control doom it to strictly rental status. G



PROTIP: If the ball is in an area with a neutral color, go after power-ups rather than the ball.



PROTIP: Use the forward slide to ram opponents and steal the ball.



PROTIP: Your opponent can't score if he can't charge the ball. Block his charger at all costs.

League of Pain by Psygnosis

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Price not available
Available now
Cybersports
2 players
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

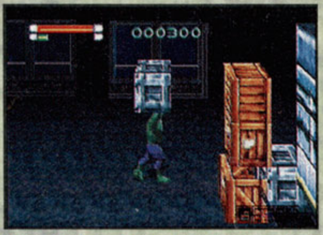
THE INCREDIBLE HULK
The Pantheon Saga

By Mister Blister

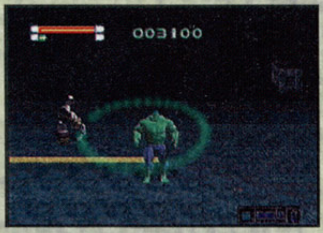
Marvel Comics' Incredible Hulk sulks onto the PlayStation with a mediocre effort. The Hulk has been captured by The Pantheon, and he must escape while assembling the missing pieces of a destructive time machine.

In 14 levels of mazes, enemies, and obstacles, Hulk goes green by punching, kicking, and using limited special moves.

All action is presented in a third-person perspective while you clunk through average-looking 3D environments that are hindered by an overuse of shading that hides details. With animation and sound effects that are as ragged as the Hulk's clothes, the whole incredible experience soon becomes repetitive. This one is a rental for diehard Hulk comics' fans only. G



PROTIP: Don't destroy the crates! Use them to reach high places.



PROTIP: Cluster enemies together and execute the Floor Smash to take 'em out.

The Incredible Hulk: The Pantheon Saga by Eidos

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.5

Price not available
Available now
Action
1 player
Third-person view
5 stages

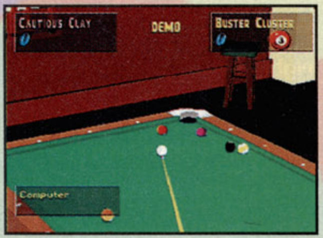
Passwords
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

VIRTUAL POOL

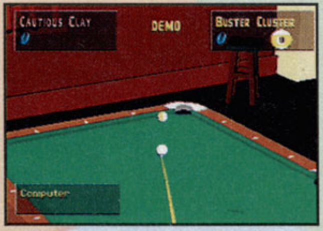
By Gideon

Interplay effectively brings the pool hall to your PlayStation with Virtual Pool. You can play solo or challenge a friend to 8-Ball, 9-Ball, Straight, and Rotation. A thorough options menu customizes everything from camera angles, stick handling, and shooting the cue ball.

Impressive 3D graphics create a real-time, 360-degree environment that lets you move around and view the table from any angle. The controls are exact and enable you to plan each shot using actual pool-table physics. Mixed tunes and good background sound effects complete the experience. Detailed instructions and a clear interface also make this pool game accessible to all skill levels. G



PROTIP: Always keep in mind how your shot affects the 8-ball.



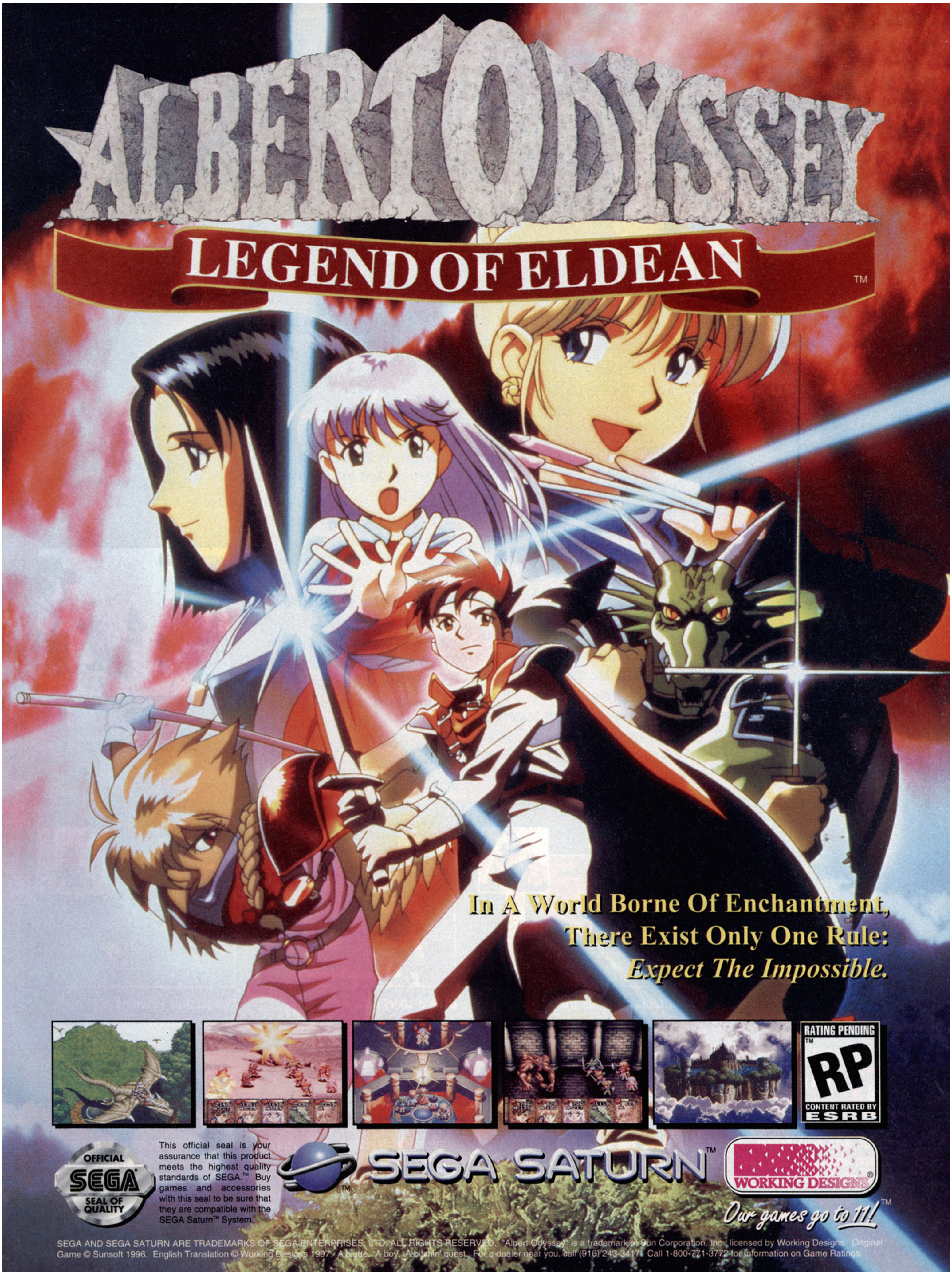
PROTIP: Apply English by hitting the cue ball off-center and to the left for a left spin (or vice versa). This can also decrease ball speed.

Virtual Pool by Interplay

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Price not available
Available now
Pool
2 players
Multiple views

4 games
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults


ALBERT ODYSSEY
LEGEND OF ELDEAN™
In A World Borne Of Enchantment,
There Exist Only One Rule:
Expect The Impossible.
RATING PENDING
RP
CONTENT RATED BY ESRB
OFFICIAL SEGA SEAL OF QUALITY
SEGA SATURN™
WORKING DESIGNS®
Our games go to 11!™

This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. "Albert Odyssey" is a trademark of Sun Corporation, Inc., licensed by Working Designs. Original Game © Sunsoft 1996. English Translation © Working Designs 1997. A blade. A boy. A bitchin' quest. For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for Information on Game Ratings.

Herc's Adventures

(By LucasArts)

By Major Mike

Challenge
adv
Level

Price not available

Available now

Action/adventure

2 players

Overhead view

KIDS TO ADULTS
K-A
AGES 6+

Replay?
MED

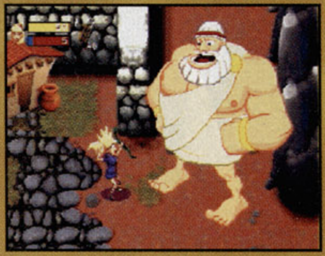
Herc's Adventures is a 2D sprite game in a 3D polygonal arena, but so what? It's a blast to play, and a nice relief from the deluge of polygon-infested titles so commonplace for 32-bit systems these days.

You play as one of three heroes—Hercules, Jason, or Atlanta—on a quest to free an imprisoned goddess. You start with a simple weapon, but you can gather special weapons and other items and power-ups, such as Pandora's Box and inflatable cow decoys, during your adventure.

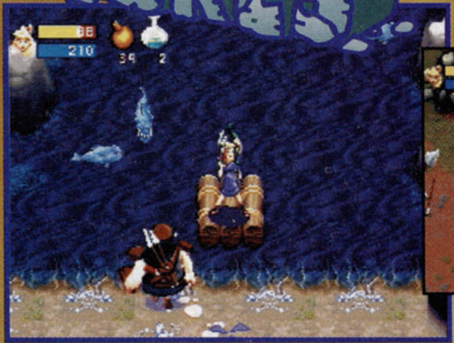
One of the best things about Herc's Adventures is its epic scope. You travel across a gigantic landscape filled with Roman soldiers, monsters, and hidden areas. Some of the hidden areas are difficult to find and make for many hours of fun exploring.

Another excellent aspect of the game is the fun you'll have spotting famous relics of Greek mythology. Herc's throws in everything from the Hydra to the Minotaur, all done with excellent hand-drawn animation. There's also a clever twist when you die: You're sent to the underworld, and you must fight your way back to the surface. The more you die, the farther back in Hades you start.

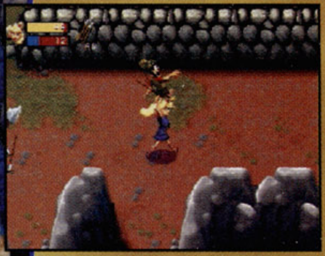
Herc's adventures are definitely worth undertaking. This is one of the most enjoyable games to hit the Saturn yet, and that ain't no myth. G



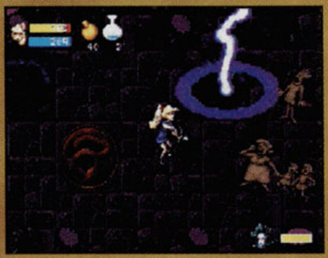
Greek gods like Zeus make cameo appearances!



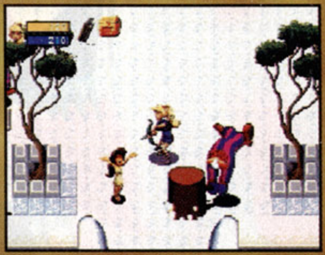
PROTIP: Atlanta is the best character—her bow and arrow gives her excellent range when she attacks.



PROTIP: Instead of hitting enemies like the soldiers or the skeletons, pick them up and throw them.



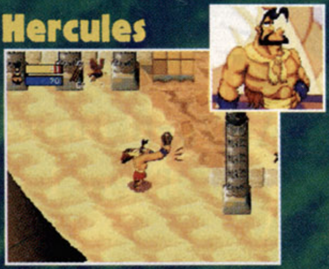
PROTIP: Be careful when hunting the evil Medusa; the ground disappears when the lightning bolts strike.



PROTIP: Be careful whenever you encounter Cassandra; her predictions often result in deadly results.

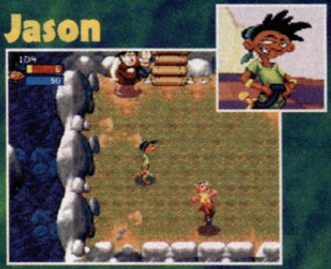
The Adventurers

Hercules



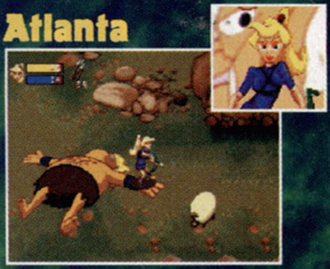
Attacks with his trusty club.

Jason



Uses a short sword.

Atlanta



Vanquishes enemies with her bow and arrow.

Graphics

5.0 Wonderful cartoon graphics provide an eyeful, with huge bosses and superb animation. The cinematic interludes are also a plus.

Sound

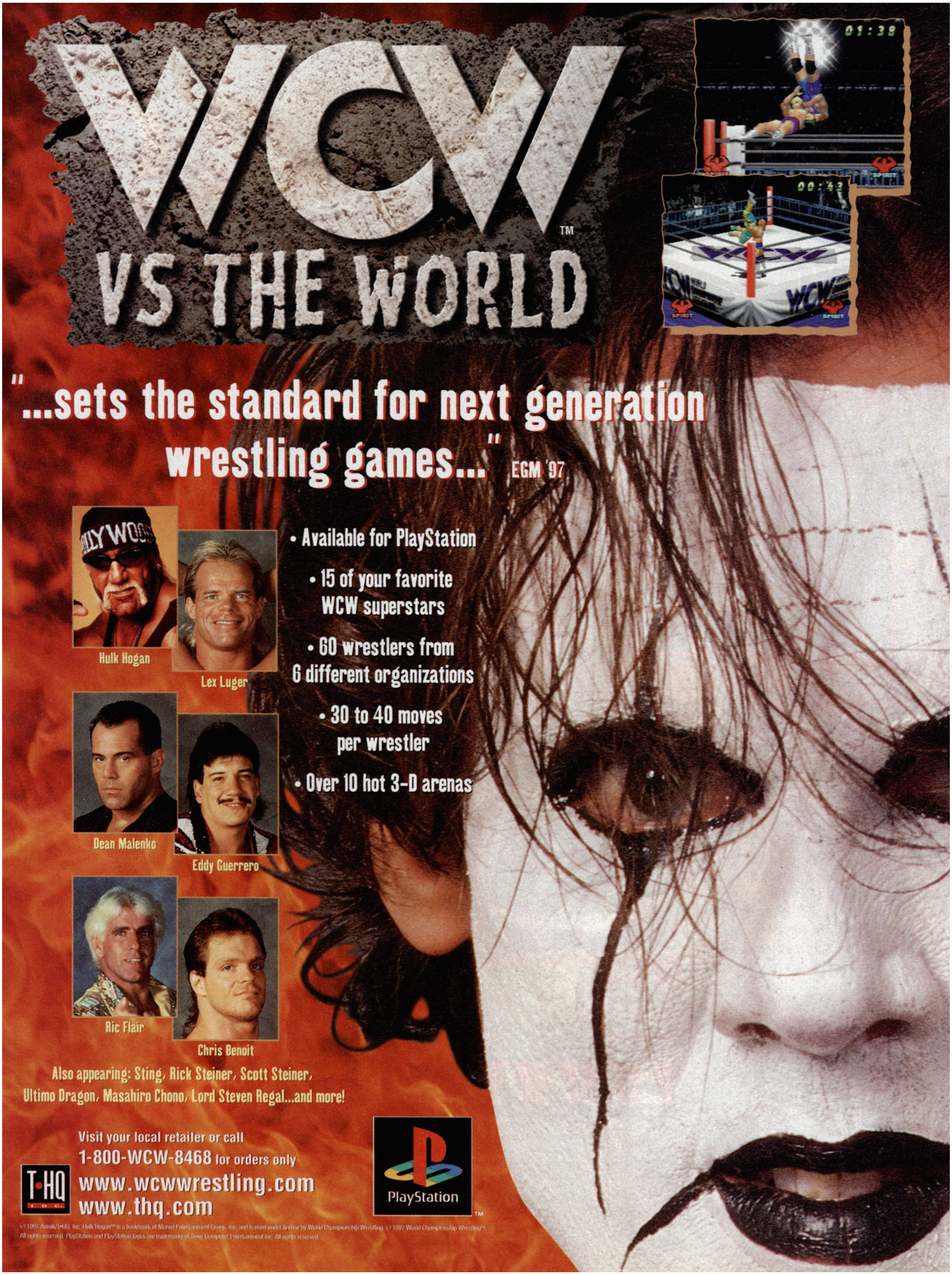
5.0 Whimsical music accompanies your every move. The sound effects really shine, from the wimpy "ouch" of your character to the haunting taunts of Medusa.

Control

5.0 Moving your character is a breeze, as is maintaining the inventories of special items. The jumps are the only tricky part, but those are easy to master with practice.

Fun Factor

5.0 Challenging bosses, humorous anecdotes, and gigantic landscapes—Herc's has it all. The gaming gods should be pleased with this Saturn offering.



WCW™
VS THE WORLD

01:38
SPIRIT
SPIRIT
00:43
WCW
SPIRIT
SPIRIT

"...sets the standard for next generation wrestling games..." EGM '97

Hulk Hogan
Lex Luger
Dean Malenko
Eddy Guerrero
Ric Flair
Chris Benoit

- Available for PlayStation
- 15 of your favorite WCW superstars
- 60 wrestlers from 6 different organizations
- 30 to 40 moves per wrestler
- Over 10 hot 3-D arenas

Also appearing: Sting, Rick Steiner, Scott Steiner, Ultimo Dragon, Masahiro Chono, Lord Steven Regal...and more!

Visit your local retailer or call
1-800-WCW-8468 for orders only
www.wcwwrestling.com
www.thq.com

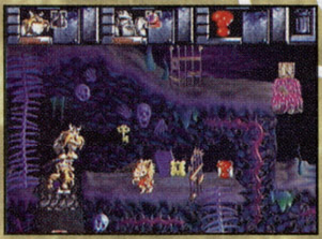
T·HQ
INC.
PlayStation™

© 1997 Asmik/T•HQ, Inc. Hulk Hogan™ is a trademark of Marvel Entertainment Group, Inc. and is used under license by World Championship Wrestling. © 1997 World Championship Wrestling™. All rights reserved. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. All rights reserved.

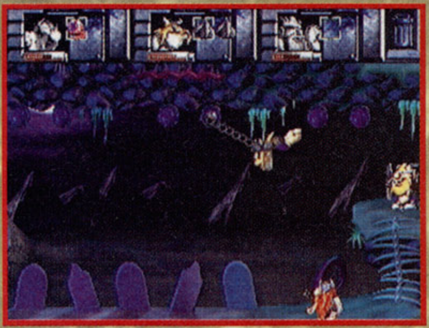
By Scary Larry

The Lost Vikings: Norse by Norsewest rediscovers the puzzle-solving and teamwork of the Super NES hit, along with new characters and much funnier dialogue. Unfortunately, sparse graphics and brain-teasing gameplay are not hot-sellers.

THE LOST VIKINGS: Norse by Norsewest



PROTIP: Remember to utilize Olaf's shield as a platform.



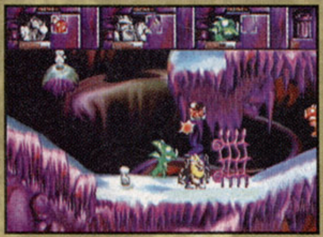
PROTIP: Always check overhead for hooks or other areas where Baleog can attach his mace and swing from it.

Vikings is tough, and the path to success is not always clear. Intellectually challenged gamers may give up in frustration early on. You can control either one of three characters or one of two characters, depending on the situation. You climb, swing, bash, and even fart your way through 31 challenging levels to solve puzzles and battle enemies. The otherwise solid controls have but one major hitch: transferring items between characters is a chore.

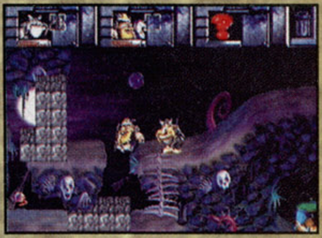
The graphics are tiny, detailed, and boring. At least the challenging puzzles overcome the visual shortcomings.

The sounds, on the other hand, are excellent! Effects, like swords slicing the air, are crystal clear, and the nicely crafted vocals feature some of the funniest dialogue ever.

Lost Vikings will provide an entertaining evening of deep puzzles and fun gameplay. With better graphics, these Vikings might have found a permanent home with you. G



PROTIP: Use Scorch's fire to open some switches.



PROTIP: Olaf's flatulence will propel him across small gaps.

The Lost Vikings: Norse by Norsewest
By Interplay

Graphics	Sound	Control	Fun Factor
3.0	4.0	4.0	4.0

$59.95
Available now
1 player
Puzzle/adventure
31 levels

Challenge: Advanced
Replay value: Low
ESRB rating: Kids to Adults

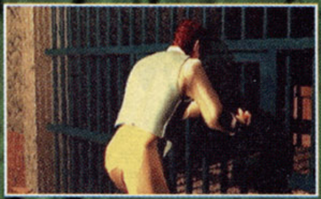
By Scary Larry

It's sad that puzzle/adventure games are sometimes written off as too complex by the uninitiated. Lunacy may strike first-timers as "too hard to play" initially, but even those not given to games like D or Myst should try it.

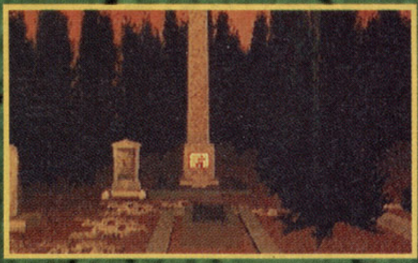
This slick, creepy game combines D's eerie, latent sensuality with Myst's otherworldliness to create a challenging, captivating, movie-like mystery. You're seeking your stolen memories on a quest through two gigantic worlds, the World of Dark and the World of Light. You interrogate denizens to gather clues, and interact with environmental objects—pulling switches, picking up items, and solving puzzles. Lunacy moves at a leisurely pace, but the story line really grabs you.

The clean graphics depict imaginative renderings of people and places, though some objects look fuzzy. The sounds are likewise impressive. The vocals are rich, though some voice-overs don't match lip movements.

Lunacy is a thoughtful game, but be prepared for deliberate pacing and tough problem-solving. Overall, this is a nice little trip to the asylum. G

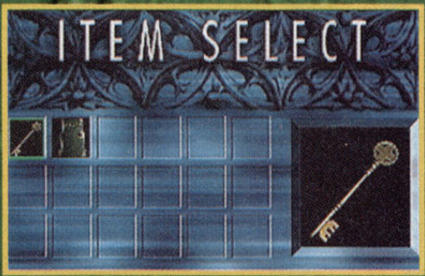


PROTIP: You must try your prison-cell gate three times before you get the key.

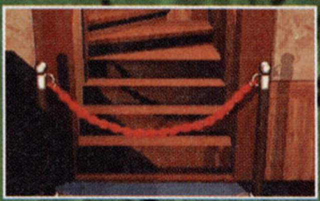


PROTIP: Visit the graveyard, then return to the flower shop for a flower to place on the grave. A man will approach you with some new info.

LUNACY



PROTIP: Picking up a key doesn't always automatically activate the key. If a door remains locked after you pick up a key, select the key from the menu, and try it again.



PROTIP: Look near the red rope for the matches. Later, in the abandoned bar, reach over the counter and grab the lamp.

Lunacy by Atlus

Graphics	Sound	Control	Fun Factor
4.0	5.0	5.0	4.0

Available now
1 player
Puzzle/adventure
2 CDs

Challenge: Advanced
Replay value: Low
ESRB rating: Kids to Adults

Explore the Universe of

GAMEPRO ONLINE

AOL Members' CHOICE

On The WEB

http://www.gamepro.com

Hot This Month...

Check for daily game industry news updates, the latest game tips, tactics, and strategies, and more.

OPEN 24 HOURS
GAMEPRO
ONLINE
http://www.gamepro.com
Forward
Browse
Register

Fighter's Edge

- Complete move lists, strategies, and cheats
- Plus, dedicated Message Board

CHEATS
CONSOLE COMMANDS
LINKS
QUAKE
FILES
SERVERS
LEVELS
EMAIL

PC Games

- More PC previews and demos on the hottest new games

Sports Pages

- Now introducing the new GamePro Virtual Sports Network

Special Interest Groups

- Fighter's Edge
- PC GamePro
- SWAT
- Sports Pages
- Role-Player's Realm

CHECK OUT GAMEPRO'S NEW Chat Room
(Requires Java Plug-in)

Web Links

- To over 800 game-related companies and sites

Message Boards

GamePro Magazine

- Current and archived issues

Daily Game Industry News

Special Features on the Game Industry

Library

- Game demos, screens, FAQs, and more

America Online

Keyword: GamePro

Visit GamePro on America Online and check out:

Chat Rooms

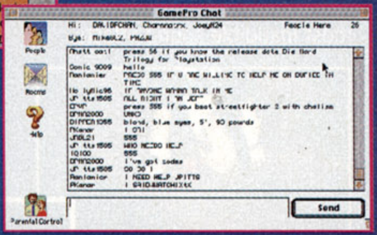
- Live conversation with other gamers

AOL Members' CHOICE
GAMEPRO ONLINE!
The #1 Video Game Magazine!
Now playing, March 1997
Current Issue
Keyword GamePro
Welcome to GamePro
Communications Center
File Vault
Hot News
GamePro Archive
S.W.A.T. Tips
Subscribe To GamePro
VOTE NOW! Read Choi Awar

GPMRLetter, check out the Hot New March reviews!

Talk with the GamePro Editors

- Weekday afternoons at 4:30 p.m. PST in the chat room


GamePro Chat
People Here 26
People
Rooms
Help
Parental Control
Send

Message Boards

- Post comments and tips about your favorite games

File Vault

- Download screen shots, FAQs, game demos, and more

Current Issue
THIS MONTH'S ISSUE OF
GAMEPRO ONLINE!
Features
ProReviews
Departments
Message Board
GamePro Chat
GamePro Archive

Archives

- Current and back issues of GamePro

Guest Conferences

- Meet some of today's hottest gamemakers

Hot News

- Posted daily, this is industry news as it happens

Call AOL to get connected

1-800-714-8100

CONTRA
Legacy of War

By The Gun Nut

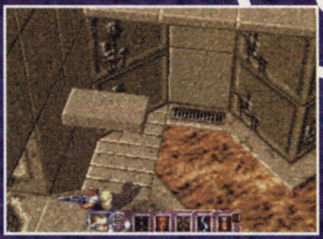
Konami's Contra games have usually been a cut above other action titles, but this Contra fails to live up to the legacy.

The game is still run-n-gun action, but Legacy sports a new 3D look that hampers the action: Offscreen enemies shoot you before you even see them, and precision jumping is difficult. There are also cheap hits galore, and battles with bosses are more wars of attrition than tests of skill.

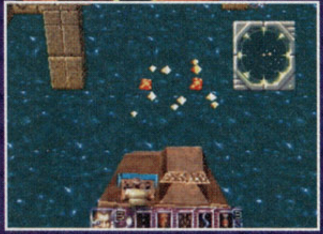
The graphics are seamless but bland, plagued by occasional slowdown when the action gets intense. Some arresting visuals, such as bosses so large they fill the screen and a cool rendered-cinematic opener, top off the graphics, but these highlights are minimal. The music consists of a few stirring overtures, with almost inaudible sound effects.

The simple jump-and-shoot control scheme is fairly responsive. The main rough spots are the loose jumps, which are especially annoying since one false move can cost you a life. At times, the game is more frustrating than fun.

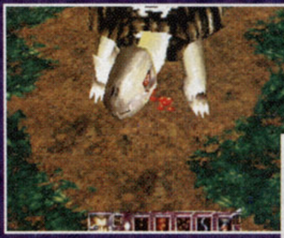
Contra is worth a rental for the curious, but there are better offerings out there like Loaded and even Spot Goes to Hollywood. The Legacy of this Contra will be short-lived. **G**



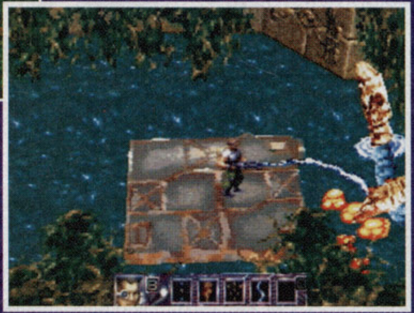
PROTIP: Use homing weapons to find hidden areas containing weapon power-ups.



PROTIP: When you drive the pontoon boat, use the radar to find the big bosses and water mines.



PROTIP: Save your bombs to use against the bosses.



PROTIP: When you ride the raft, jump to shore whenever you have the chance; the sea serpent will drop hard-to-shoot baby snakes on the raft.

Contra: Legacy of War by Konami

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	2.5

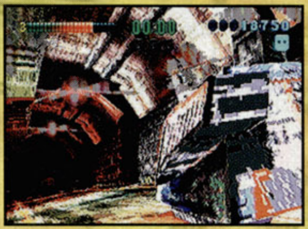
Price not available
Available now
2 players
Action
7 levels
¾-overhead view
Challenge: Advanced
Replay value: Medium
ESRB rating: Teen

Tunnel B1

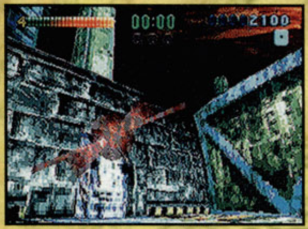
By Dr. Zombie

Tunnel B1 combines a high-speed driving sim with a difficult corridor shooter. From a first-person view, you pilot a ship through endless mazes of obstacles, enemies, and dead ends. The easy-to-handle ship packs machine guns, and you can acquire power-ups like rockets and smart bombs. The overhead map of each level is your key to victory.

Detailed graphics and smooth scaling create believable motion; however, the average sound effects grow repetitive. Although it doesn't feature groundbreaking gameplay, if you like flying and shooting, Tunnel B1 is captivating enough to be a good weekend rental. **G**



PROTIP: Avoid harm to your ship by strafing, punching reverse, then re-engaging with another burst of gunfire.



PROTIP: You need to trigger a light barrier only once to create a response somewhere within the level.

Tunnel B1 by Acclaim

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.5	3.5

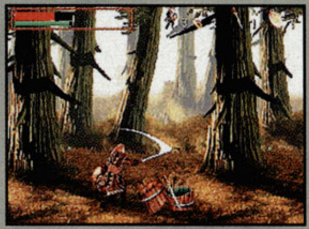
Price not available
Available now
1 player
Corridor shooter
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

DRAGONHEART
FIRE & STEEL

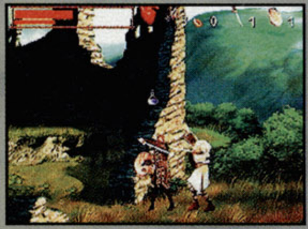
By Gideon

Dragonheart: Fire and Steel brings last year's movie to 32-bit life. You're a knight who battles rogues and mercenaries while searching for evil dragons to slay. You wield a sword and bow, but you can also call upon a friendly dragon for fiery support.

Most of the game is side-scrolling action requiring timed movements against obstacles and hack-n-slash swordplay against enemies. An innovative fatigue factor adds a wrinkle to the combat by preventing you from attacking endlessly. Detailed backgrounds create a movie-like setting, but stiff character animation, average sounds, and a clumsy controller interface deter from Dragonheart's enjoyment. You're probably better off firing up the movie. **G**



PROTIP: Barrels hide power-ups and items. Beware the ones that blow up!



PROTIP: Avoid fatigue by making the enemy come to you.

Dragonheart: Fire and Steel by Acclaim

Graphics	Sound	Control	Fun Factor
3.5	3.0	2.5	2.5

Price not available
Available now
1 player
Action
Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Teen

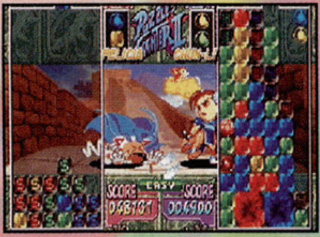
SUPER PUZZLE FIGHTER II TURBO

By Para Noid

Puzzle Fighter combines addictive puzzle strategy with familiar Capcom fighting characters from Darkstalkers and Street Fighter Alpha 2.

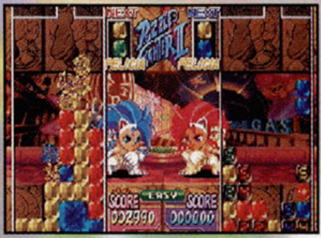
You pick from eight characters, each with different puzzle skills, then try to match similarly colored gems to clear them out and drop 'em on your opponent. You can even perform combo moves by eliminating a series of blocks in succession. The one-player modes are entertaining, but the two-player head-to-head mode is where you get intense puzzle action, providing hours of enjoyment.

Street Fighter and puzzle-game fans alike should definitely give this game a look. G



PROTIP: The Super Gem can clear out huge sections and get you out of tight jams—use this valuable item wisely.

WINNER
YOU GOT THE MUSIC COLLECTION OF



PROTIP: Line the same-colored blocks in snakelike trails across the screen, then drop a Crash Gem on the bunch.

Super Puzzle Fighter II Turbo by Capcom

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	4.5

Price not available
Available now
Puzzle
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

HARDCORE 4X4

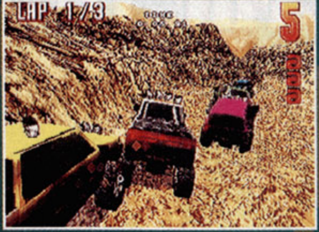
By Bonehead

Hardcore 4X4 is a slow, bouncy, one-player racing game. Racers should go elsewhere for fast, fun two-player action.

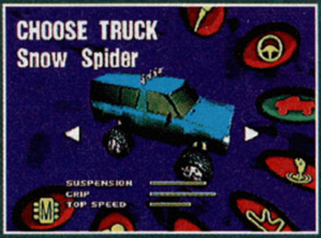
4X4 covers a nice range of tracks, non-licensed trucks, and climactic conditions. Unfortunately, the gameplay is slow. Without two-player action, you bounce endlessly with controls so squirrelly you can't hit the gas without running into something.

The sound effects are the highlight—you hear your truck's every squeak. Graphically, you can choose four views, but the tracks are too pixelated, the courses are undetailed, and the frame rate's slow.

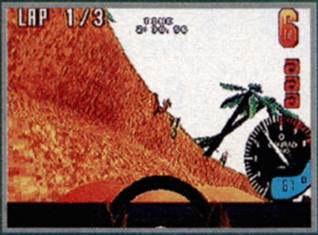
Hardcore 4X4 is for desperate off-road fans; more demanding racers should steer clear. G



PROTIP: Bump opponents into walls to get by them.



PROTIP: Good suspension and superb traction make the Snow Spider the best truck for the Arctic Inferno.



TNN Motor Sports Hardcore 4X4 By ASC Games

Graphics	Sound	Control	Fun Factor
3.0	3.5	2.5	2.5

$54.99
Available now
Off-road racing
1 player
6 trucks
6 tracks

4 views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

HEIR OF ZENDOR

The Legend and The Land

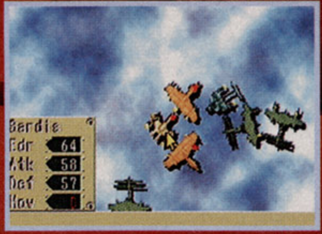
By Bonehead

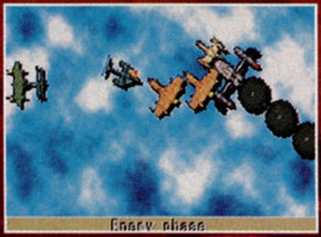
Heir of Zendor features a deep story line, spartan graphics and sounds, and a strenuous mental challenge.

HOZ puts you in air battles using futuristic aircraft. You assess your ships' strengths, set formations, then watch the shots fly. Your ships have unique movements and weapons features, and you have detailed control over their performances as you plan your combat strategy (though you have no control over the actual shooting).

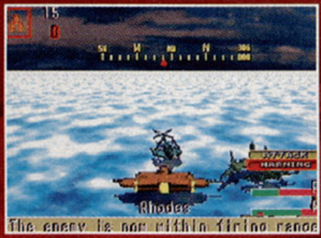
The graphics scream 16-bit with low-res ships, identical-looking backgrounds, and ordinary cut-sceen animation. The music is fine, but the voices are hokey.

With better graphics, HOZ might have soared. It manages to fly, just not very high. G





PROTIP: Be sure to test formations carefully—with the right one, your outnumbered ships can still win battles.



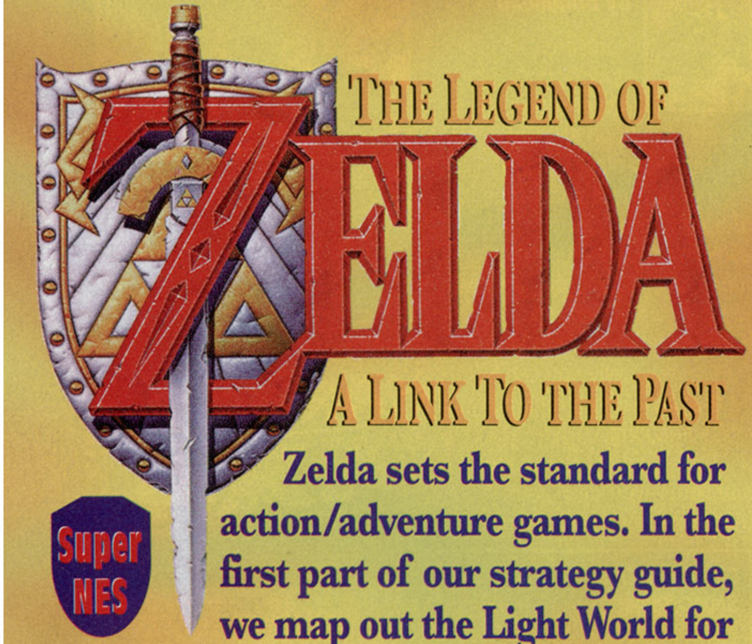
PROTIP: Sometimes it's better to attack distant enemies first; they may be more dangerous.

Heir of Zendor: The Legend and the Land by Koei

Graphics	Sound	Control	Fun Factor
2.0	2.5	3.5	3.0

$59.95
Available now
Strategy
1 player
Multiple views

Challenge: Advanced
Replay value: Medium
ESRB rating: Kids to Adults



THE LEGEND OF ZELDA
A LINK TO THE PAST

Super NES

Zelda sets the standard for action/adventure games. In the first part of our strategy guide, we map out the Light World for first-time explorers. By Bone

The Legend of Zelda has been enthralling gamers since it made its Super NES debut in April 1992. It has recently been re-issued so that newcomers to 16-bit gaming can share the Zelda experience. One of the first games to receive perfect 5.0 ratings in *GamePro*, Zelda was also selected by Nintendo as one of its top-five SNES games of all time.

Known for its complexity, Zelda's gameplay is measured in months, not hours. The game's adventures cover two huge areas, the Light World, which is the home of the diminutive hero, Link, and the Dark World, where characters show the sinister side of their personalities. Here is a map of the Light World, which hides the key health icons and power-ups needed to reach the Dark World as you search for the kidnapped Princess Zelda. Next month we'll spotlight the Dark World and the items needed to defeat Ganon, the Prince of Darkness, who has brought evil to the land.

The Lineage of Zelda

July 1987: The Legend of Zelda (NES)

December 1988: Zelda II: The Adventures of Link (NES)

April 1992: The Legend of Zelda: A Link to the Past (SNES)

August 1993: The Legend of Zelda: Link's Awakening (Game Boy)

December 1997: The Legend of Zelda 64 (Nintendo 64)

Legend for the Light World Map

Locations in and around Hyrule Castle

1. Link's home and the lamp
2. Faerie Fountain
3. Hidden entrance
4. Fighter's sword and shield
5. Princess Zelda
6. Boomerang
7. Magic cape
8. Hidden entrance

Locations in the Lost Woods

9. The Master Sword
10. Magic mushrooms
11. Den of Thieves
12. Warp tile
13. Hollow tree (faeries)
14. Cave to Death Mountain

Locations in Kakariko Village

15. Bug-catching net
16. Book of Mudora
17. Thieves' treasure
18. Magic bottle
19. Well to hearts
20. Tempered sword
21. Magic bottle
22. Hut with weapons
23. Magic duck

Locations in the Eastern Palace

24. Sahasrahla's hideout and Pegasus Shoes
25. Faerie Fountain
26. Warp tile
27. Witch's magic powder
28. Zora's flippers
29. Red boomerang
30. Bow and arrows
31. First pendant

Locations in the Great Swamp

32. Buried flute
33. Warp tile
34. Swamp ruins with hearts

Locations in the Desert of Mystery

35. Faerie Fountain
36. Warp tile
37. Hylian Monolith
38. Palace entrance
39. Power glove and second pendant

Locations in Lake Hylia

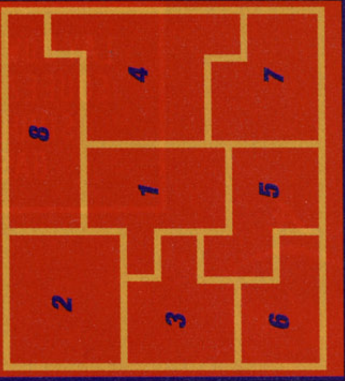
40. Magic bottle
41. Warp tile
42. Fountain of Happiness
43. Fortune teller
44. Shop with weapons and hearts
45. Ice rod
46. Faerie cave

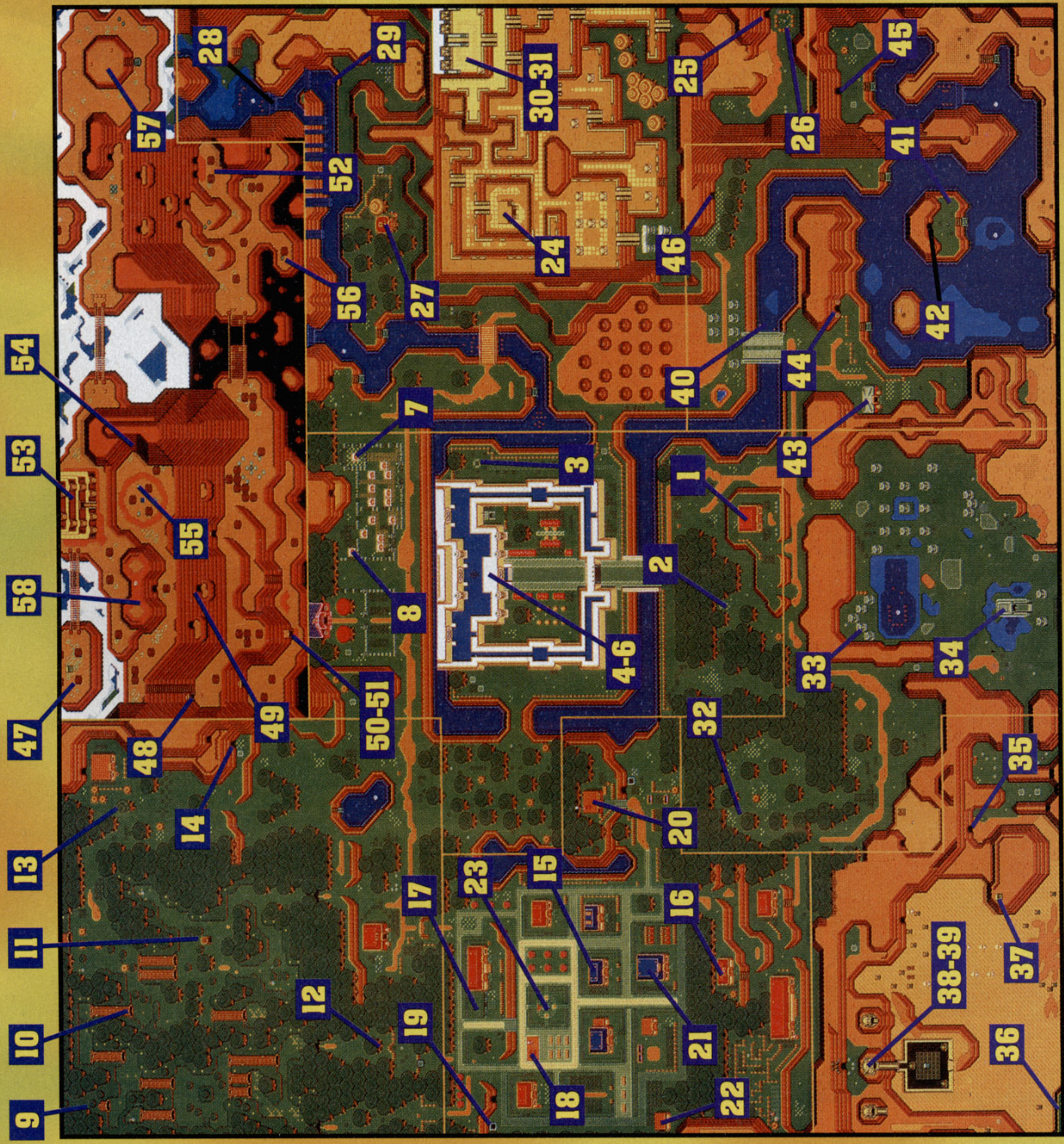
Locations in Death Mountain

47. Hylian Monolith and Ether Medallion
48. Tunnel to Kakariko Village
49. Hearts
50. Cave entrance
51. Magic mirror
52. Faerie Fountain
53. Moon pearl
54. Third pendant
55. Warp tile
56. Warp tile
57. Warp tile
58. Spectacle Rock

Areas Within the Light World

1. Hyrule Castle
2. The Lost Woods
3. Kakariko Village
4. Eastern Palace
5. Great Swamp
6. Desert of Mystery
7. Lake Hylia
8. Death Mountain

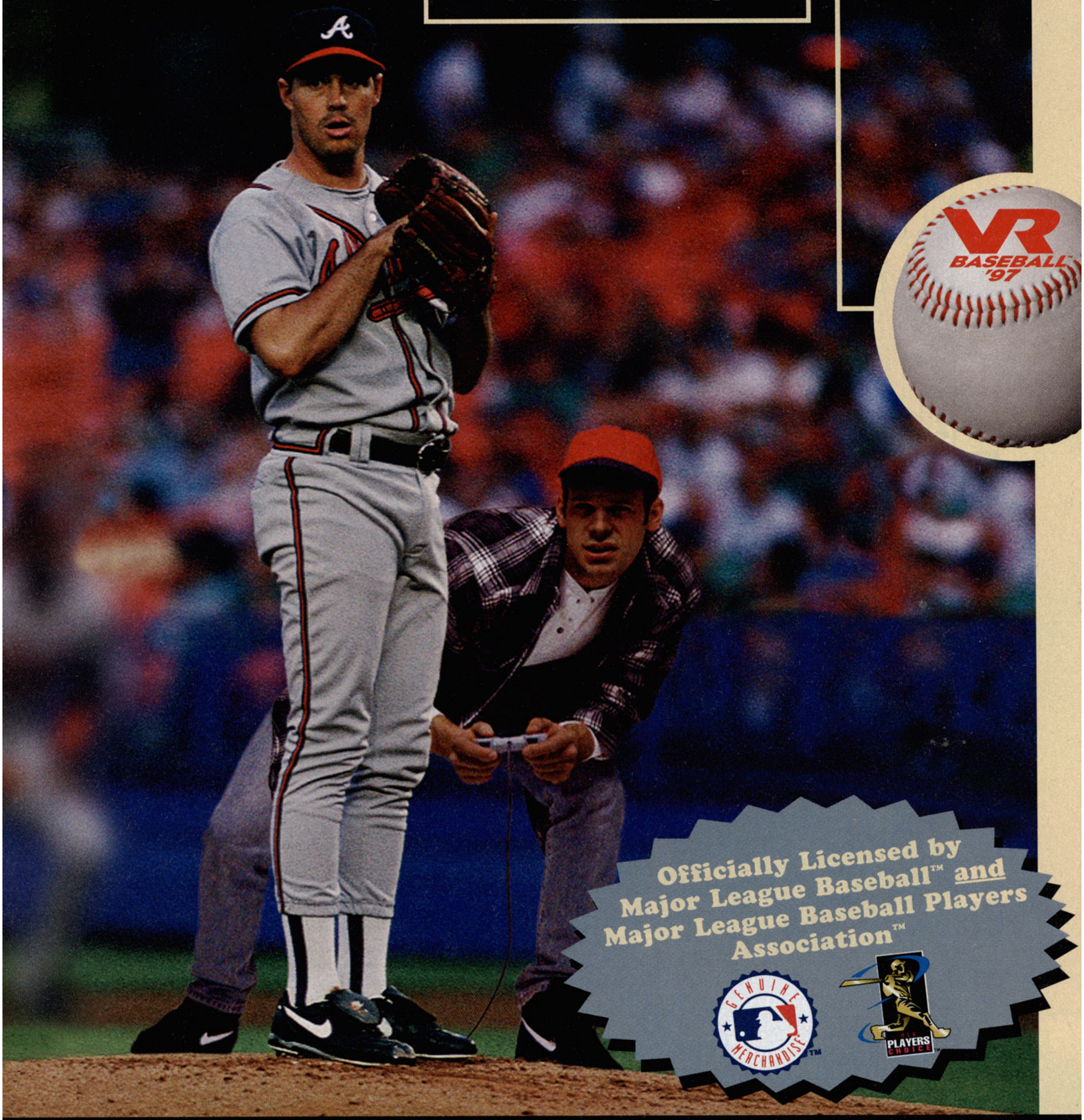



9
10
11
13
47
58
53
54
12
14
48
55
19
17
23
49
50-51
8
7
28
57
52
29
56
27
30-31
18
15
20
4-6
2
3
24
22
21
16
32
1
40
46
25
26
33
43
44
41
42
45
38-39
37
36
35
34

Map courtesy of Nintendo Power

VR BASEBALL TIP 9

LAY DOWN THE PERFECT BUNT AND SQUEEZE THE RUNNER HOME WITH SIMULTANEOUS BATTER AND BASERUNNER CONTROL.


VR BASEBALL™ '97
GENUINE MERCHANDISE™
PLAYERS CHOICE

Officially Licensed by Major League Baseball™ and Major League Baseball Players Association™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Check out VR Baseball '97 at www.vrsports.com

Check out the official Major League Baseball™ web site at www.majorleaguebaseball.com

MAINTAIN CONTROL

NEW! VR BASEBALL™ '97.

MORE CONTROL THAN ANY OTHER BASEBALL GAME!

VR Baseball '97 is the next generation baseball game that lets you control both the batter and baserunners simultaneously. Hit and run, tag up, steal, stretch out a double or execute a squeeze play. VR Baseball's completely new, easy-to-use controller design provides total bat control for power, contact, bunt and pull-hitting as well as control over pitch selection and speed with unlimited pitch locations. You can even control a real 3-D camera that let's you play from any position or angle because VR Baseball has a true 3-D engine.

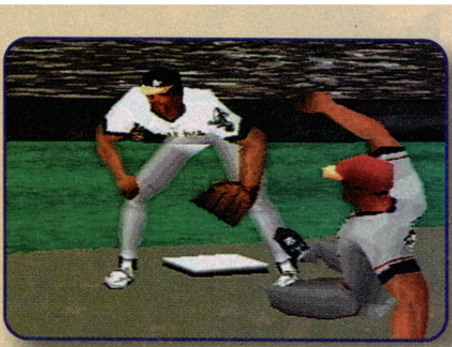
After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:

- **Virtual FieldVision™ technology creates an immersive, ultra-realistic, gaming environment that lets you play the game from any view or perspective. You can even play from the ball's view if you don't mind getting knocked around.**
- **Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.**
- **Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.**
- **Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.**

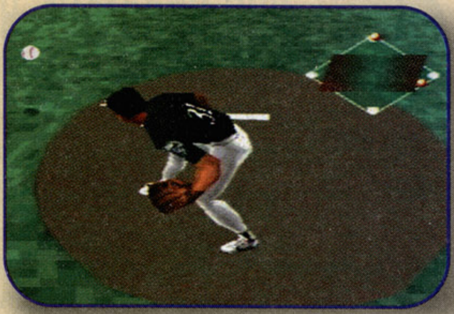
***Plus*, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.**

VR Baseball '97

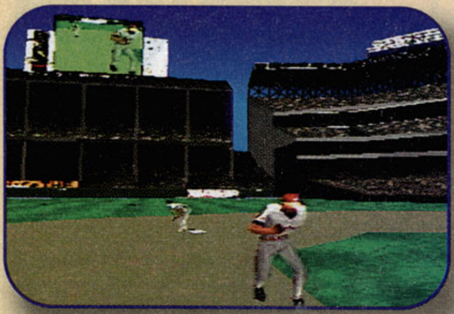
Try it. It's new. It's different. You may never go back to your old game again.



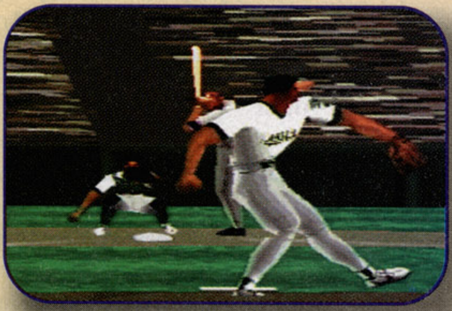
Total control over all aspects of game play including simultaneous batter and baserunner control.



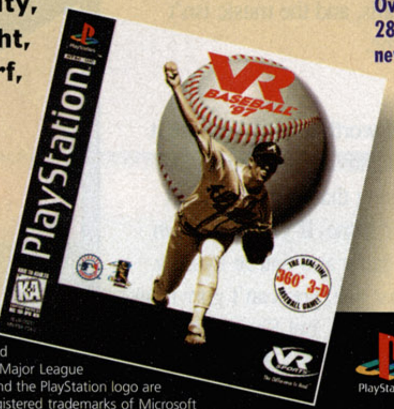
Play baseball in a true real-time 3-D world with unlimited 360° views and motion captured polygon models for all players.



Updated stats, rosters, uniform styles, logos and inter-league play with a real-time in stadium scoreboard and big screen in stadium television.



Over 700 Major League Baseball™ Players and all 28 3-D Major League Baseball™ stadiums including three new stadiums: Atlanta, Anaheim and Oakland.



The Difference Is Real.™

COMING SOON!!!

© 1997 Interplay Productions. All right reserved. VR Sports, VR Baseball and The Difference Is Real are trademarks of Interplay Productions. All rights reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties Inc. ©MLBPA Official Licensee-Major League Baseball Players Association. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Microsoft, Windows and the Windows95 logo are registered trademarks of Microsoft Corporation.All rights reserved. All other copyrights and trademarks are the property of their respective owners.

SPORTS PAGES

NBA Shootout '97 Sets the Court on Fire

NBA Shootout '97

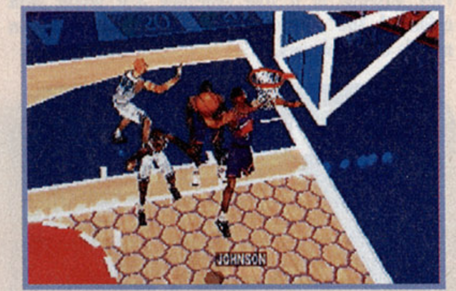
By Johnny Ballgame

PlayStation

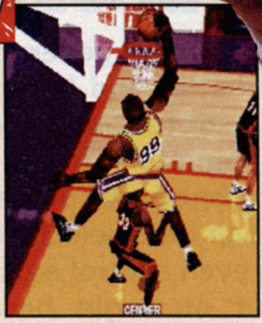
NBA Shootout '97 shakes up the basketball world, cooking the court with spectacular, slam-dunkin' gameplay and the most realistic five-on-five hoops action ever brought to the 32-bit arena.

Zo Diggity, Zo Doubt

Sony Sports continues its commitment to excellence with Shootout '97, providing a dream team of features and play options. All 29 NBA teams are represented, along with three skill levels; Exhibition, Season, and Playoff modes; and the ability to create, trade, release, and sign players. B-ball fans have the option to play Simulation mode where players tire and the stats resemble real life, or Arcade mode where players jump higher and the game plays more like playground run-n-gun basketball.



PROTIP: On a fast break, pass the ball up-court to your quickest player, then go in for an uncontested jam.



PROTIP: Go back up strong with offensive boards by simultaneously pressing Shoot and Turbo for the monster dunk.

Even with all the options, it's the revolutionary control that takes Shootout coast-to-coast for the championship. Icon passing is implemented for the first time in a basketball game, enabling you to pass the rock to the man you want simply by tapping the button that corresponds to the icon (△, □, ○, or ✕) found directly over each player's head. You can call for a cutter, shoot fadeaway jumpers, throw alley-oops, use an array of special shake moves like the killer crossover, and call one of six authentic NBA plays like the Box or Hi-Lo Post.

Knicks at Night

Graphically, Shootout scores with the smoothest, sharpest animations seen to date of players dribbling the ball behind their back and between their legs. Latrell Sprewell was motion-captured to bring his athletic style to the game, and his trademark tomahawk jams appear so lifelike, it's amazing.

The sound is the only bricklayer in Shootout. The announcer grows annoying fast with his over-the-top calls, and the music isn't up to the high standard of the rest of the game.

The Price Is Right

If you already own Live '97, Shootout's still worth buying because it offers you advanced controls like icon passing that aren't found in any other game. If you don't own a hoops game and you're looking to buy just one, you can't go wrong with either title, but Shootout's the top pick. G

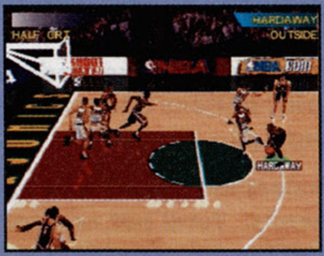
NBA Shootout '97 by Sony Sports

Graphics	Sound	Control	Fun Factor
5.0	3.5	5.0	5.0

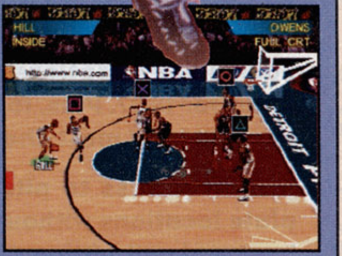
Price not available
Available now
Basketball
8 players (with adapter)
Multiple views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

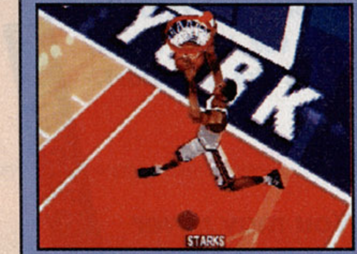
Shootout '97 Tips



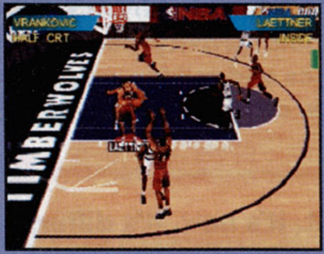
PROTIP: Use a crossover dribble just above the three-point line to break free from your defender, then drive the lane for two.



PROTIP: When using icon passing, double-tap the icon you're passing to in order to take a quick shot when your man gets the ball.



PROTIP: Use the full-court press to cause turnovers that can lead to easy dunks.



PROTIP: Post up your center and jump-pass the ball inside. If a double-team comes, pass the ball back to your guard for an easy jumper.

Live '97 Knocks Down a Buzzer-Beater on the Saturn

NBA Live '97

By The Rookie

Saturn

Go coast-to-coast with NBA Live '97, the first solid offering of the Saturn season. With only NBA Action in its way, Live '97 is sure to break thumbs in the homes of Saturn owners even though it lacks the graphics superiority of the PlayStation version.

Put Up or Shut Up

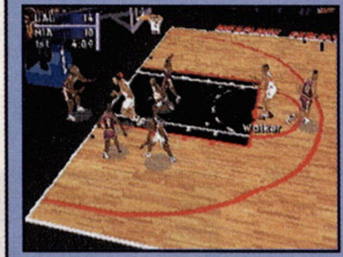
Live '97 brings all the action home in Exhibition, Season, and Playoff modes. Be prepared to get your shwerve on with intense five-on-five play, choosing from all 29 NBA teams. Live '97 also features more than 300 real players—including Shaq. Customize your game by selecting either arcade or simulation play, while choosing your skill level and quarter duration. You can even construct your own dream team through trades!

Want strategy? Live '97 provides you with a combination of 52 offensive sets and quick plays as well as 10 defensive sets and quick plays. Go back door for two, or set the screen on a three-point bomb.

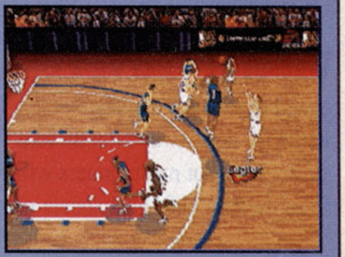
From Way Downtown...Bang!

Better camera angles and better motion-captured moves, compliments of Mitch Richmond, separate this game from NBA Action. Although the graphics could have been sharper with more vibrant colors and a less hazy appearance, Live is still graced with realistic-looking slams, alley-oops, and lay-ups—even jump saves while falling out of bounds. Even though the control is very responsive, players still tend to glide rather than run down the court. As with NBA Action, Live '97 also features a create-a-player option that enables you to tweak everything from attributes to overall appearance.

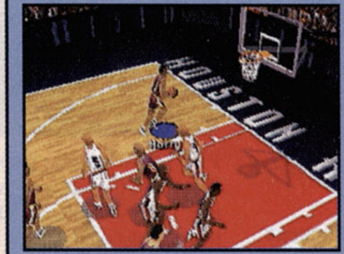
Live '97 Tips



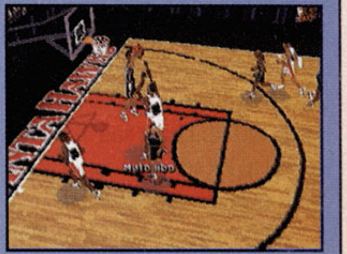
PROTIP: Get quick steals by applying full-court pressure when your guys are fresh.



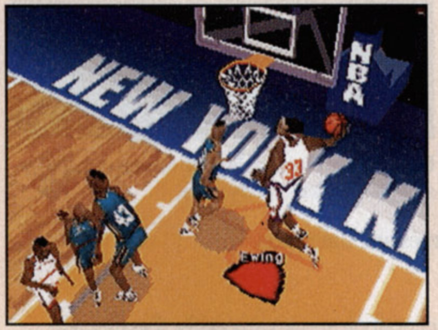
PROTIP: Take advantage of hot three-point bombers like Legler to rack up points.



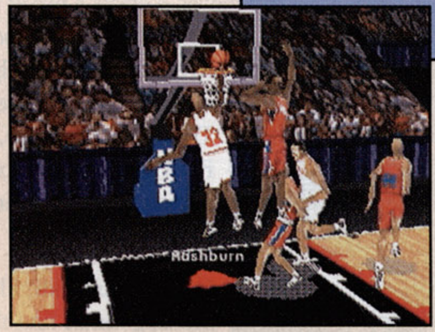
PROTIP: Drive to the hole, then kick it to the open man on the wing.



PROTIP: Trade for a good center like Mutombo who can clean the boards effectively and follow up missed shots with a put-back.

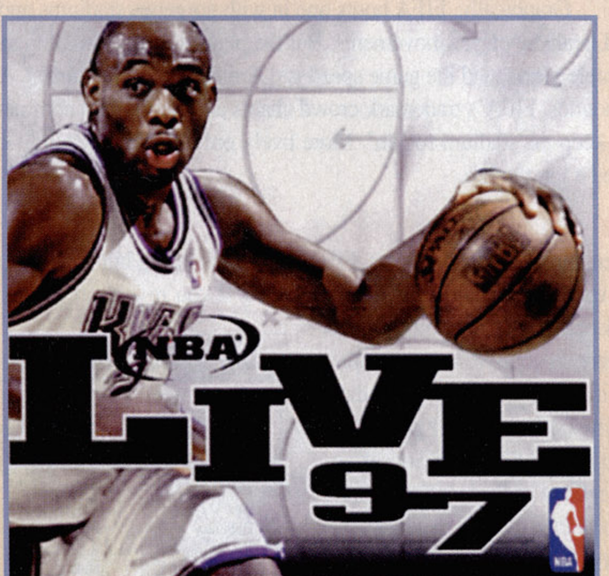


PROTIP: Watch for the cutter to the basket, then hoist up a lob for an alley-oop.



Use the trade feature to bring the Monster Mash to Miami.

Live's sounds work nicely with swishes, rim-dinkers, and the slap of the rock on the hardwood, but there should have been more color commentary by the in-game announcer. Ernie Johnson does, however, lend some superb vocals to pre- and post-game reports.



In the Knick of Time

Live '97 is a definite must-buy for Saturn owners. The gameplay and style are identical to the PSX version, but the graphics aren't as impressive. You will find, however, that the addictive gameplay makes up for any lack of detail in Live '97's overall look. G

NBA Live '97 by EA Sports

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.5

$59.99
Available now
Basketball
8 players (with adapter)
Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Solid as Always, FIFA Drills One into the N64

FIFA Soccer 64

By Air Hendrix

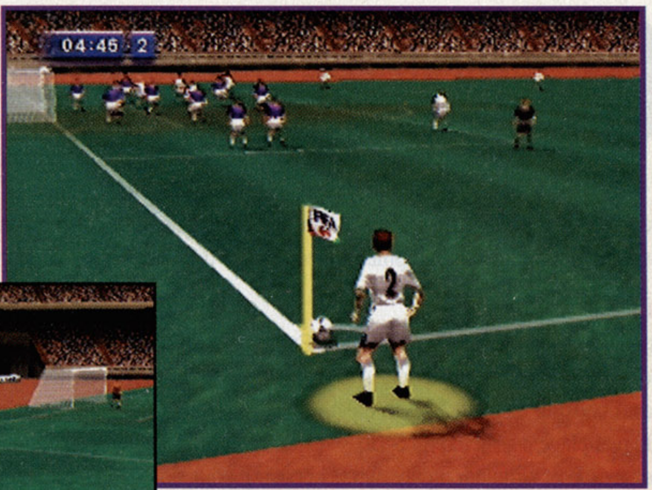
Nintendo 64

Competing with only arcade-style sports games on the N64, FIFA Soccer 64 immerses sports fans in a fine round of intense, realistic soccer. That said, it lacks the pizzazz and originality of a runaway N64 hit like Wave Race. FIFA's an undeniably strong title, but most gamers will expect more from the first U.S. N64 soccer game.

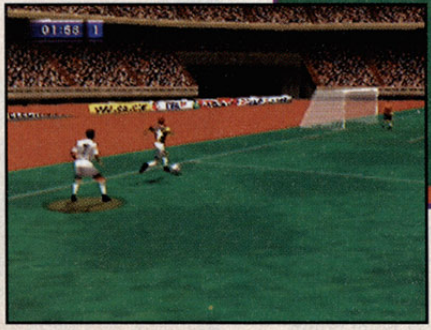
Teams Galore

As always, FIFA dishes out the largest list of teams and players in soccer gaming. Play in international circles with a huge list of teams from countries that range from Argentina to Zambia, or hit the local circuits in England, the U.S., Italy, France, and Germany. With a great lineup of Exhibition and Tournament modes, as well as arcade- and sim-style action, FIFA packs in huge replayability.

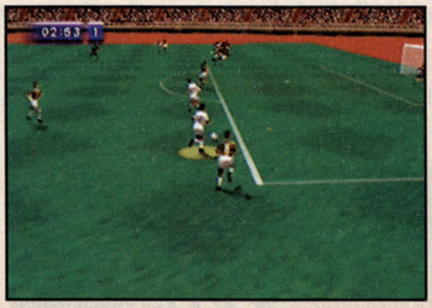
Of course, you'll also find team strategy and formations, as well as two tackles, rainbow kicks, bicycle kicks, headers, and the like. But these have been standard FIFA features on 32-bit platforms for a while now. Where are the innovations—cool new kicks and moves, a create-a-player option, indoor action, and so on—that would help it shine as 64-bit soccer? Those questions aside, FIFA still puts on a solid match, offering gripping games and fun action.



PROTIP: Whenever you have a corner kick, lob the ball into the crowd in front of the net and try for a high-percentage header or bicycle kick.



PROTIP: Challenge your opponents fiercely if they move the ball into the far corners at your end. Otherwise, they'll lob it in for a shot that's tough to defend.

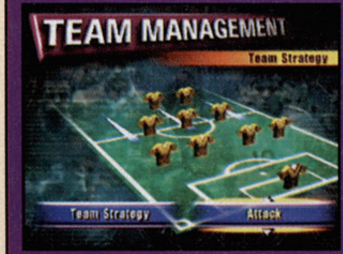


PROTIP: Always angle your one-on-one shots; straight-on kicks rarely score.

FIFA Soccer Tips

PROTIP: When facing a penalty kick, it's best to change your formation to Sweeper and your strategy to All-Out Defense for maximum protection.

PROTIP: Use long clearing kicks only when you're relatively close to your own net. From midfield, opponents will almost always recover such kicks.



PROTIP: Team management provides that key edge in tight matches. Play on All-Out Offense or Attack until you earn a lead, then use a strong defense to ensure victory.

PROTIP: On breakaways, shoot just as you cross the first line in front of the net, but before the goalie advances on you too far.

Rainbow Kick

On the control side, FIFA generally responds smoothly. Passing and shooting handle fine, though the quirky player switching can be frustrating as it occasionally leaves you out of the play.

Graphically, FIFA boots one in with gorgeous stadiums and fluid, realistic player movements. But the players are too small in the playable views, and the game speed is definitely sluggish at times. As for sounds, FIFA's trademark crowd chants and on-the-ball commentary keep the stadium rockin'. More lively onfield effects would've added a lot, though.

Bottom Line

When the ref's whistle blows, FIFA ranks as a strong but unremarkable first effort with plenty of room to improve. If you're jonesin' for some hardcore soccer (or sports, for that matter) on your N64, snap it up. But if you want to wait to be dazzled by 64-bit soccer, Konami's International Superstar Soccer (see review of Perfect Striker in "Sports Pages," this issue) has more promise.

FIFA Soccer 64 by EA Sports

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

$55.75
64 megs
Available now
Soccer
4 players

8 views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

CHIPS&BITS INC.

POB 234 DEPT 10890 ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382

On Line Ordering
Customer Service

www.cdmag.com/chips.html
or call 1-800-699-4263
Source Code 10890

VIDEO GAMES: PLAYSTATION

Title	Release	Price
3D Ultra Pinball	NOW	$46
4x4 Gears & Guts	NOW	$51
A-Train	NOW	$29
AD&D Iron & Blood	NOW	$50
ASCII Mach 1	NOW	$79
Allied General	NOW	$50
Alone in the Dark	NOW	$46
Alpha Storm	11/97	$52
Arcade Classics 2	NOW	$46
Area 51	NOW	$51
Ball Blazer	NOW	$52
Beyond the Beyond	NOW	$50
Blazing Dragons	NOW	$50
Brahma Force	NOW	$46
Bubsy 3-D	NOW	$50
Bust-A-Move 2	NOW	$36
Castlevania Bloodltng	NOW	$42
Chronicles of Sword	NOW	$50
Code Name:Tenka	NOW	$52
Command & Conquer	NOW	$46
Contra:Legacy of War	NOW	$46
Cool Boarders	NOW	$52
Crash Bandicoot	NOW	$52
Criticom 2	05/97	$54
Crow:City of Angels	NOW	$50
Crusader:No Remorse	NOW	$49
Crypt Killer w/Gun	NOW	$69
CyberWar	05/97	$52

Title	Release	Price
Dare Devil Derby	NOW	$42
Dark Forces	NOW	$49
Dark Stalkers	NOW	$44
Death Crusader	06/97	$54
Death Keep	05/97	$52
Death Trap Dungeon	06/97	$52
DefCon 5	NOW	$44
Demon Driver	06/97	$46
Destruction Derby 2	NOW	$52
Die Hard Trilogy	NOW	$50
Disruptor X	NOW	$51
Doom	NOW	$54
Double Header	NOW	$46
DragonHeart	NOW	$42
Dream Knight	NOW	$52
Duke Nukem 3D	05/97	$54
ESPN Extreme	NOW	$39
Entomorph	05/97	$52
Extreme Pinball	NOW	$32
FIFA Soccer '97	NOW	$49
Fade to Black	NOW	$50
Final Doom	NOW	$52
Final Fantasy 4	06/97	$72
Flying Saucer	05/97	$52
Formula 1 Wrld Champ	NOW	$52
Fox Hunt	NOW	$38
Frank Thomas Baseball	NOW	$39
Gender Wars	05/97	$52

Title	Release	Price
Ghost Rider	05/97	$52
Ghost in the Shell	NOW	$52
Golden Nugget	NOW	$44
Grand Theft Auto	NOW	$52
Grid Runner	NOW	$36
H.O.S.T.	NOW	$52
Hanna Barbera	NOW	$49
Hardball 5	NOW	$49
Heart of Darkness	NOW	$54
Hexen	NOW	$52
Hyperblade	NOW	$51
ID4:Independence Day	NOW	$52
Impact Racing	NOW	$50
Incredible Hulk	NOW	$50
Jajamaru	NOW	$50
Jet Moto	NOW	$50
Johnny Bazookatone	NOW	$42
Kings Field 2	NOW	$51
Kumite: Fighters Edge	05/97	$52
Legacy of Kain	NOW	$52
Legends Football '97	07/97	$50
Magic Carpet	NOW	$49
Mechwarrior 2	NOW	$49
Mortal Kombat Trilogy	NOW	$52
Moto Toon Gran Prix	NOW	$50
NBA Live 97	NOW	$49
NBA Shootout 97	NOW	$54
NFL Game Day 97	NOW	$50

Title	Release	Price
NHL Hockey 97	NOW	$50
Need for Speed 2	NOW	$49
PGA Tour '97	NOW	$50
Pandemonium	NOW	$49
Panzer General	NOW	$32
Primal Rage	NOW	$34
RayMan	NOW	$39
Rebel Assault 2	NOW	$49
Resident Evil	NOW	$52
Ridge Racer Revolutn	NOW	$44
Road Rash	NOW	$54
Skeleton Warriors	NOW	$46
Slayer	NOW	$51
Soul Edge	NOW	$45
Soviet Strike	NOW	$49
Space Hulk	NOW	$50
Space Jam	NOW	$42
StreetFighter Alpha	NOW	$29
Syndicate Wars	NOW	$49
Tekken 2	NOW	$44
Toh Shin Den 2	NOW	$46
Tomb Raider	NOW	$50
Twisted Metal 2	NOW	$50
WWF Arcade	NOW	$52
WWF:In the House	NOW	$52
Warhammer	NOW	$50
Wing Commander 3	NOW	$49
Wipeout 2	NOW	$50

VIDEO GAMES: SATURN

Alien Trilogy	NOW	$50
Alone in the Dark	NOW	$52
Astal	NOW	$19
Baku Baku	NOW	$36
Bubsy 3-D	NOW	$50
Bug Too!	NOW	$42
Casper	NOW	$46
Castlevania Bloodltng	NOW	$42
Command & Conquer	NOW	$52
Contra:Legacy of War	NOW	$46
Crusader:No Remorse	NOW	$49
Crypt Killer w/Gun	NOW	$69
Daytona USA	NOW	$49
Descent	06/97	$52
Destruction Derby 2	NOW	$54
Die Hard Trilogy	NOW	$49
DragonHeart	NOW	$42
FIFA Soccer '97	NOW	$49
Fighting Vipers	NOW	$44
Gender Wars	05/97	$52
Golden Axe The Duel	NOW	$26
ID4:Independence Day	NOW	$52
Incredible Hulk	NOW	$50
Ironman/XO	NOW	$50
King of Fighters '95	05/97	$52
Kingdom O' Magic	05/97	$52
Kumite:Fighters Edge	05/97	$52
Legacy of Kain	NOW	$52
Legend of Oasis	NOW	$46
Lunar Directors Cut	NOW	$54
Madden Football '97	NOW	$54
Magic Knight Rayearth	NOW	$52
Monster Truck Rally	NOW	$54
Mortal Kombat Trilogy	08/97	$52
Myst	NOW	$46
NBA Live 97	NOW	$49
NFL '97	NOW	$54
NHL Hockey '97	NOW	$50
Need for Speed 2	NOW	$54
Night Warriors	NOW	$52
Nights	NOW	$46
Panzer Dragoon 2 Zwei	NOW	$36
Pinball Arena	NOW	$52
Quarterback Attack	NOW	$44
Resident Evil	08/97	$52
Road Rash	NOW	$49
Skeleton Warriors	NOW	$39
Sonic X-treme	10/97	$46
Soviet Strike	NOW	$49
Space Hulk	NOW	$49
Space Jam	NOW	$42
Spider	NOW	$52
Tomb Raiders	NOW	$50
Virtua Cop 2	NOW	$46
WWF:In the House	NOW	$50
Wipeout 2	NOW	$50

VIDEO GAMES: SNES

Bass Masters Pro 96	NOW	$59
Breath of Fire 2	NOW	$62
ChronoTrigger	NOW	$72
Dirt Trax FX	NOW	$39
FIFA Soccer '97 Gold Ed	NOW	$56
Killer Instinct	NOW	$29
Lobo	NOW	$56
Lufia 2	NOW	$69
Madden FB '97	NOW	$56
Mark Davis Fish Master	NOW	$64
Marvel Super Heroes	NOW	$54
NBA Live 97	NOW	$56
Secret of Evermore	NOW	$64
Secret of Mana	NOW	$59
Star Trek Deep Space 9	NOW	$36
Super Mario All Stars	NOW	$34
Toy Story	NOW	$58
WWF Arcade	NOW	$59

VIDEO GAMES: GENESIS

Advntr Batman Robn	NOW	$19
Arcade Classics	NOW	$36
Arrow Flash	NOW	$9
Bass Masters Classic	NOW	$29
College Slam Bsktball	NOW	$29
Demolition Man	NOW	$29
ESPN Hockey	NOW	$19
FIFA Soccer '97 Gold	NOW	$56
Fahrenheit	NOW	$19
Genesis Nomad	NOW	$169
Lobo	NOW	$56
Lunar 2	NOW	$49
Madden FB '97	NOW	$54
NBA Live 97	NOW	$56
NHL Hockey '97	NOW	$56
Ristar	NOW	$29
Skeleton Krew	NOW	$39
Sonic Blast	NOW	$51

VIDEO GAMES: NINTENDO 64

Alien vs Predator	NOW	$64
Blade & Barrel	06/97	$69
Blast Corps	NOW	$64
Creator	NOW	$69
Dark Rift	06/97	$64
Doom	NOW	$76
FIFA Intl Soccer 64	NOW	$69
Freak Boy	08/97	$66
Golden Eye 007	07/97	$64
Ken Griffey Jr Basebl	06/97	$66
Mission Impossible	07/97	$66
Mortal Kombat Trilogy	NOW	$75
Phear	07/97	$66
Red Baron	08/97	$66
Robotech	NOW	$69
Street Fighter	05/97	$64
Top Gear Rally	06/97	$72
War Gods	06/97	$69

VIDEO HINT BOOKS

1001 Secret Codes	NOW	$8
Chrono Trigger	NOW	$16
Doom	NOW	$8
Fighting Game Secrets	NOW	$8
Killer Instinct 2	NOW	$11
Legacy of Kain	NOW	$13
Lunar	NOW	$12
Lunar 2	NOW	$13
Mortal Kombat Trilogy	NOW	$8
Mortal Kombat 3 Pckt	NOW	$6
N64 Game Secrets	NOW	$13
Playstn Game Secrts2	NOW	$11
Super Mario RPG	NOW	$12
Super Mario 64	NOW	$11
Tekken 1&2	NOW	$13
Tomb Raider	NOW	$12
Turok Dino Hunter	NOW	$12
Virtua Fighters Pckt	NOW	$6

BOARD GAMES

Axis & Allies	NOW	$33
Car Wars Deluxe	NOW	$21
Deluxe Diplomacy	NOW	$42
Die Hanse	NOW	$55
Dragon Dice	NOW	$9
Dungeon	NOW	$16
Grand Prix	NOW	$19
Knightmare Chess	NOW	$13
Lunch Money	NOW	$15
Mystical Circle	NOW	$35
Rats	NOW	$24
Robo Rally	NOW	$33
Settlers of Catan	NOW	$30
Space Chess 3D	NOW	$35
Space Hulk	NOW	$50
Warhammer 40K	NOW	$50
Warhammer Fantasy	NOW	$50
Warhammer Quest	NOW	$50

COMPUTER GAMES: ARCADE

3D Ultr Pbll Crp Nght	NOW	$42
3D Ultra Pinball	NOW	$29
Alien Rampage	05/97	$34
Balls of Steel W95	05/97	$32
Earthworm Jim 1&2	NOW	$25
Ecco the Dolphin	NOW	$38
Mission: Impossible	NOW	$40
Mortal Kombat 3 W95	NOW	$32
Pro Pinball	NOW	$37
Pro Pinball Timeshck	06/97	$37
Re-Loaded	NOW	$33
Road Rash W95	NOW	$42
Scorched Planet W95	NOW	$34
Tempest 2000	NOW	$34
TigerShark	NOW	$40
Toh Shin Den	NOW	$27
Virtua Fighter W95	NOW	$42
Worms	NOW	$34

COLLECTIBLE CARD GAMES

Battletech Starter	NOW	$8
Dr Who Starter	NOW	$8
Great Dalmuti	NOW	$5
Illuminati Starter	NOW	$10
MTG 5th Ed	NOW	$7
MTG Mirage Starter	NOW	$8
MTG Visions	NOW	$2
Magic Ice Age	NOW	$7
Middle Earth Wizards	NOW	$9
Monty Python Starter	NOW	$9
Netrunner Starter	NOW	$15
Star Trek Booster	NOW	$2
Star Trek Starter	NOW	$8
Star Trek TNG Starter	NOW	$7
Star Wars Booster	NOW	$2
Star Wars Starter	NOW	$7
X-Files Booster	NOW	$2
X-Files Starter	NOW	$9

PAPER/ROLE PLAYING

AD&D Core Rules	NOW	$54
Ars Magica 4th Ed	NOW	$26
Call of Cthulhu	NOW	$18
Conspiracy X	NOW	$20
Cyberpunk 2020	NOW	$17
Fading Suns	NOW	$22
GURPS Rulebook	NOW	$20
Heavy Gear	NOW	$25
Mechwarrior	NOW	$13
Mutation	NOW	$30
Once Upon a Time	NOW	$14
Rifts	NOW	$21
Shadowrun	NOW	$20
StarWars Revised	NOW	$25
Traveller	NOW	$24
Vampire 2nd Ed.	NOW	$24
Werewolf	NOW	$24
Witchcraft	NOW	$20

SONIC X-TREME
SATURN

'SONIC X-TREME' Robotnik has created a Death Egg so huge that its gravitational pull is sucking up all five surrounding worlds. Sonic's job is to rescue the Mips before they are completely destroyed.
Sega
Release Date: 10/97 SAT $46

COMMAND & CONQUER

'COMMAND & CONQUER' Welcome to a new world where the art of electronic intelligence and covert surveillance reigns supreme. Where guerrilla strategies and savage combat are the norm. Build bases, muster forces and dominate your enemies.
Virgin
Release Date: NOW PSX $46 SAT $52

MECHWARRIOR 2
PlayStation
ACTIVISION

'MECHWARRIOR 2' The year is 3057. A struggle for power fuels a society of warring clans. Bitter infighting perpetuates a universe of unrest. War is constant. Victory is temporary. Cease-fire is nonexistent. Time is scarce. For the Mechwarrior, war is life and death is the only true peace.
Activision
Release Date: NOW PSX $49 SAT $49

NBA LIVE 97
EA

'NBA LIVE 97' mirrors the style of the NBa, capturing 3D animation from real players, so they look and move naturally at both ends of the court. Choose players from all NBA teams, over 300 players. Create, trade and draft players and more.
Electronic Arts
Release Date: NOW SAT $49 PSX $49

'SOUL EDGE ' Choose from 10 unique characters with their owns weapons and fighting style, in amazing 3D, spectacular graphics.
Namco
Release Date: NOW PSX $45

'TUROK: DINOSAUR HUNTER' Prepare yourself for gut wrenching gameplay and terrifying combat, as you battle raptors, triceratops, t-rex and more. Amazing 3D graphics give you realistic and varied special effects along with 360 degree aim power.
Acclaim
Release Date: NOW N64 $74

DRAGON FORCE
SATURN

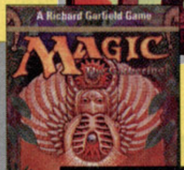
'DRAGON FORCE' The world of Legendra has fallen prey to the frightening reign of Madurk. His unquenchable thirst for power has replaced tranquillity with terror and honor with treachery. Alas, the solitary hope for redemption has been reduced to 8 powerful warlords!
Working Designs
Release Date: NOW SAT $42

PINBALL
CREEP NIGHT

'3D ULTRA PINBALL CREEP NIGHT' Once every 100 years a vortex to the underworld opens and chaos reigns as ghosts, germlins and gargoyle wreak havoc in a haunted castle. If you are good enough to conquer the ghouls, mad scientist's lab and catacombs, you'll have to face the Goblin King.
Sierra
Release Date: NOW CD $42

BATTLETECH
A GAME OF ARMORED COMBAT

'BATTLETECH' Where the United Star League once reigned, 5 successor states now battle for control fighting over water, machines & spare parts factories. Control of these elements will lead to final victory and the domination of space.
FASA
Release Date: NOW $19



'MAGIC THE GATHERING BOOSTER PAK' The majestic civilization within boast magical traditions dating back countless eons. Beneath the burning sun, what power can you draw from the potent forces.
Wizards of the Coast
Release Date: NOW $8

STAR WARS
ROLEPLAYING GAME

'STAR WARS' This roleplaying game plunges you into the breakneck thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds, impossible challenges. May the Force be with you.
West End Games
Release Date: NOW $25

Visa, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER $200 SAME AS CASH. COD $8. Price, availability, offer subject to change at any time. Release schedules and shipping times are approximate, not guaranteed, and subject to change at any time. Hardware orders may require additional shipping and handling charges. Defectives replaced with same product. All sales final. Call for details. Shipping and handling charges calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed and the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. Each United States order will include a 12-month subscription to *Computer Games Strategy Plus* Magazine, for which $10.00 of the order cost will be allocated.

	Standard U.S. Mail 7-10 Days	Priority U.S. Mail 2-3 Days	2 Day	Over Night 1 Day	Mail To Canada 4-7 Days	Mail To The World 7-14 Days
Per Order	$1.00	$2.00	$2.00	$2.00	$2.00	$2.00
Per Shipment	$1.25	$1.00	$3.00	$7.00	$2.00	$2.00
Per Item	$0.75	$1.00	$1.00	$2.00	$2.00	$6.00

©1997 CHIPS & BITS, INC.

GRP0597

Swing into Spring with VR Baseball '97

VR Baseball '97

By The Rookie

PlayStation

Leading off the baseball season is VR Baseball '97, a game long on stats but rough around the graphical edges. The gameplay's pretty solid, but with offerings such as Triple Play '98 on the way, fans might want to do a preseason scouting report before they make their final decision.

Opening Day

VR Baseball steps to the plate with Exhibition, Season, and Playoff modes; three skill levels; batting practice; and a Home Run Derby set up like the one used in the All-Star game. VRB keeps the rosters stacked with more than 700 real players and up-to-date trades for the new season.

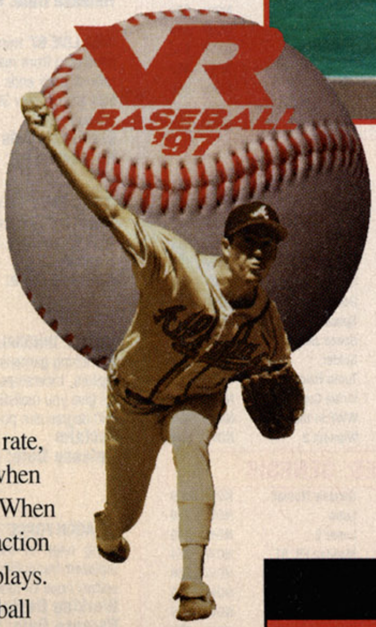
When playing through your own season, VRB keeps accurate stats for each team in 20 categories. VRB also generates All-Star votes based on player performance, which are used to decide who plays in your mid-season classic. Standard options such as create-a-player and instant replay were unfortunately left out.

Swing, Batter, Swing!

VRB features a nice polygonal look. The frame rate, however, is a bit slow, often stilting the action when you're at bat, which can throw off your timing. When you're on the field, redraw problems cause the action to be choppy, creating an uneven flow to most plays.

Those who think commentary during baseball games becomes stagnant after a while will appreciate VRB's minimalist approach. Other nuances, however, such as a stadium vendor and random crowd comments in the background, make it seem like you're actually at the game.

Controlling your players in the field is a breeze, while the pitcher interface makes it easy to throw the heat, curves, and sliders. Even though you can't move your batter around in the box, you can still crush the ball like Belle. Simple base-path control makes it easier to send the correct man to the correct base with less confusion than in other games.



VR Baseball '97 by VR Sports

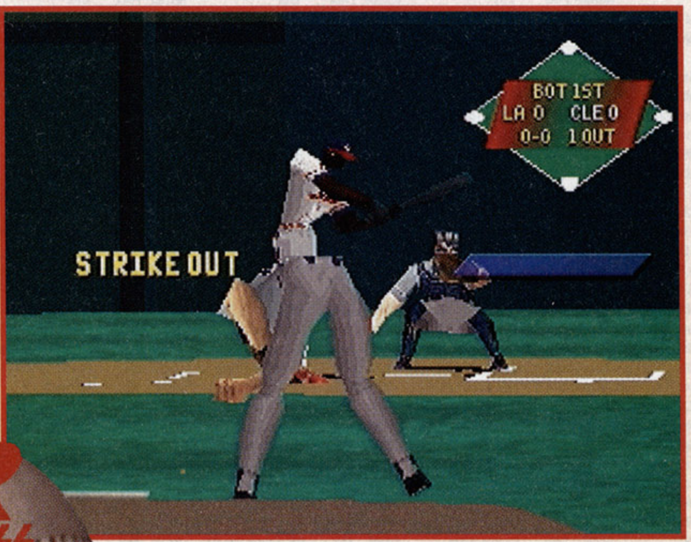
Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	3.5

Price not available
Available April
Baseball
2 players
Multiple views

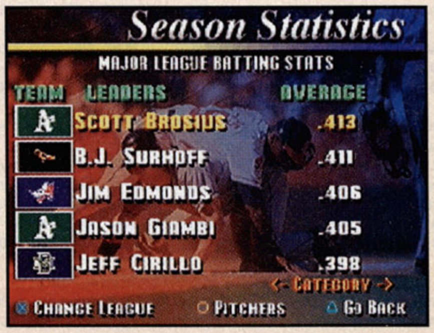
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Humm Billy

While VR Baseball '97 is a good title, keep in mind that it's the first of the new season. With more baseball action due out in the coming months, take this chance to rent it first to get your initial baseball fix. You might find that the others are worth waiting for. G



PROTIP: Vary your pitches to keep your opponent out of synch.



Season Statistics

MAJOR LEAGUE BATTING STATS

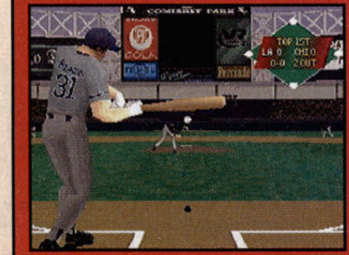
TEAM	LEADERS	AVERAGE
A's	SCOTT BROSIUS	.413
	B.J. SURHOFF	.411
	JIM EDMONDS	.406
A's	JASON GIAMBI	.405
	JEFF CIRILLO	.398

<- CATEGORY ->

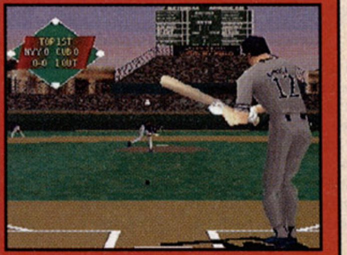
CHANGE LEAGUE ○ PITCHERS △ GO BACK

Complete stat-tracking shows you the league leaders.

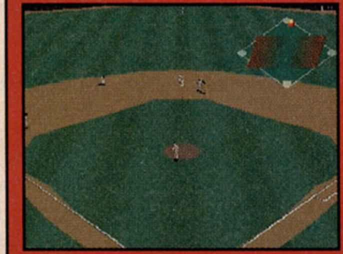
VR Baseball Tips



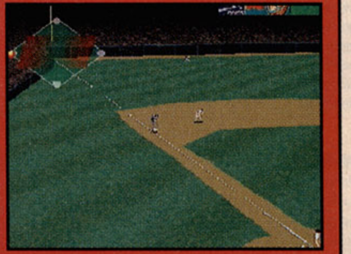
PROTIP: Take at least one crack at the long ball with your power hitter.



PROTIP: Bunting is a good way to get your lead-off hitter on base.



PROTIP: Get in good scoring position by stealing second.



PROTIP: On a ball hit deep, challenge the outfielder's arm and go for home.

Funco Mail Order

Sample Prices

Nintendo

10 Yard Fight	3	Mario Brothers	3
1942	3	Mega Man 1	15
Adv Byu Billy	3	Mega Man 2	9
Adv Island	9	Mega Man 3	9
Adv Of Lolo	9	Mega Man 4	13
Anticipation	3	Mega Man 5	25
Arkanoid Game	25	Mega Man 6	15
Back to the Futr	3	Metal Gear	3
Bad Dudes	3	Metroid	3
Baseball	3	Mickey Mouse	7
Baseball Stars	13	Millipede	19
Bases Loaded	3	Monopoly	19
Bases Loaded 2	3	Ninja Gaiden	3
Bases Loaded 3	7	Ninja Gaiden 2	3
Batman	3	Operation Wolf	3
Battletoads	7	Pac-Man	19
Bionic Commando	3	Paperboy	9
Black Bass	25	Pinball	9
Blades Steel	3	Play Act Ftbl	2
Blaster Master	3	Pro Am Racing	3
Boy & His Blob	3	Pro Wrestling	3
Bubble Bobble	13	Punch Out-MT	3
Bugs Bny Bday	9	Q Bert	9
Burgertime	3	Rad Racer	9
Calif Games	3	Rad Racer 2	9
Capt Skyhawk	3	Rampage	7
Castlevania	4	RBI Basbl	3
Castlevania 2	3	Renegade	3
Castlevania 3	7	Rescue Rangers	9
Champ Bowling	13	Ring King	7
Commando	3	Robo Cop	3
Contra	9	Roger Rabbit	3
Defender 2	13	Rush N Attack	3
Disney Adv	3	Rygar	3
Donkey Kong 3	13	Sesame St 123	9
Donkey Kong Cls	19	Sesame St ABC	13
Double Dragon	3	Shadowgate	3
Double Dragon 2	3	Silent Service	3
Double Dragon 3	9	Simpsons-B vs SM	3
Double Dribble	3	Simpsons-B vs Wrld	3
Dr Mario	3	Skate Or Die 1	3
Dragon Warr	3	Spy Hunter	3
Dragon Warr 2	29	Spy vs Spy	7
Duck Tales	3	Star Tropics	3
Excitebike	3	Supr Contra	3
Faxanadu	3	Supr Mario 2	7
Fester's Quest	3	Supr Mario 3	3
Final Fantasy	9	Supr Mario/Dk Ht	1
Friday 13th	3	Supr Off Road	7
Galaga	25	Tag Tm Wrest	3
Gauntlet	3	Tecmo Bowl	4
Gauntlet 2	3	Tecmo Bowl 2	13
Ghost Bstrs	3	Tecmo NBA Bsktbl	3
Ghosts & Gblns	3	Tetris	9
Golf	3	Tetris 2	19
Goonies 2	3	Tiger Heli	3
Hogan's Alley	7	Tiny Toons	13
Hoops	3	TMNT	3
Ice Hockey	3	TMNT 2	3
Ikari Warriors	3	TMNT 3	3
Iron Sword	3	Top Gun	3
Jackal	3	Top Gun 2	7
Jaws	3	Track & Field	3
Jeopardy	13	Track & Field 2	3
Jeopardy 25th	19	Vegas Dreams	19
John E Qback	3	Wheel Fortune	9
Jordan vs Bird	3	Wheel Fortune Fam	13
Joust	13	Wheel Fortune Jr	9
Karate Champ	3	Wizrds & Warrs	3
Karate Kid	3	Wrath Blk Mnta	3
Kid Icarus	13	Wrestlemania	3
Kirbys Adv	13	WWF Challenge	3
Kung Fu	3	Yoshi	9
Life Force	3	Zelda	8
Litl Nemo Dream	3	Zelda 2	3
Major Lg Bsbl	3		
Marble Madness	5	Nintendo Deck	19

SNES

7th Saga	28	NBA Jam	9
Act Raiser	9	NBA Jam-Tourn	19
Act Raiser 2	15	NBA Live 95	13
Aladdin	25	NBA Live 96	28
Alien 3	15	NBA Showdown	9
Aliens/Predator	25	NCAA Basketball	9
Batman Forever	15	NFL QB Club	13
Batman Returns	15	NHL Hockey 94	9
Beavis & Butthead	25	NHL Hockey 95	19
Big Hurt Baseball	25	NHL Hockey 96	29
Boxing Legends	15	NHL Hockey 97	59
Brain Lord	29	NHL Stanley Cup	9
Breath of Fire	35	NHLPA 93	9
Breath of Fire 2	49	Nigel Mansll-Wld Ch	25
Bubsy	35	Paperboy 2	25
Bugs Bny Rampage	25	Pilot Wings	15
Bulls vs Blazers	5	Pitfall Harry	19
Capt America	13	Populous	5
Castlevania 4	13	Power Rangers	25
Chessmaster	48	Primal Rage	19
Chrono Trigger	48	Ren & Stimpy-Vdts	15
Clayfighters	9	Robocop vs Term	15
College Slam	15	Samurai Shodown	15
Contra 3	25	Secret Of Evermore	29
Cool Spot	35	Secret Of Mana	39
Daffy Duck	25	Shadowrun	28
Death Valley Rly	15	Shaq Fu	7
Desert Strike	29	Sim City	29
Donkey Kong Cty	29	Simpsons-B Ntmr	15
Donkey Kong Cty2	45	Slam Masters	13
Donkey Kong Cty3	59	Spiderman/X-Men	13
Doom	29	Star Fox	13
Drakkhen	13	Star Trek Next Gen	19
Earth Bound	29	Star Wars	19
Earthworm Jim	28	Street Ftr 2	9
Earthworm Jim 2	35	Street Ftr 2-Trb	9
F Zero	15	Stunt Race FX	19
FIFA Soccer	19	Supr Bases Lded	9
Final Fantasy 2	45	Supr Double Dragon	15
Final Fantasy 3	45	Supr Empire Strks	25
Final Fantasy MQ	9	Supr Ghouls	9
Final Fight	9	Supr Mario Allstars	25
Flashback	15	Supr Mario Allstr/Wrld	35
Gradius 3	13	Supr Mario RPG	45
Griffey's Baseball	15	Supr Mario Wrld	5
Griffey's Winning Run	35	Supr Metroid	9
Home Alone	19	Supr Play Act Fb	5
Home Alone 2	15	Supr Punch Out	15
Illusion of Gaia	15	Supr R Type	7
Joe & Mac	13	Supr Return Jedi	35
John Madden 92	4	Supr Scope (6in1)	2
John Madden 93	5	Supr Street Ftr 2	19
John Madden 94	5	Supr Tennis	5
John Madden 95	13	Tecmo Super Bowl	13
John Madden 96	19	Tecmo Super Bowl 3	45
John Madden 97	39	Tecmo Super NBA	9
Judge Dredd	9	Tetris 2	39
Jurassic Park	25	Tiny Toons Buster	15
Killer Instinct	15	TMNT 4	15
Lethal Enforcers	19	TMNT Tourn Ftrs	9
Lion King	25	Top Gear	28
Lufia	49	Toy Story	45
Magical Quest	19	Ultimate MK 3	49
Mario Is Missing	15	UN Squadron	15
Mario Kart	39	Vegas Stakes	35
Mario Paint Game	5	Wing Commander	15
Maximum Carnage	15	Wizardry 5	15
Mech Warrior	19	Wrestlemania	9
Mega Man X	25	WWF Raw	25
Mega Man X2	48	WWF Royal Rumble	15
Mickey Mania	25	WWF Wrestlm-Arcd	25
MLBPA Baseball	15	X-Men	25
Monopoly	55	Yoshi's Island	35
Mortal Kombat	9	Zelda 3	18
Mortal Kombat 2	15	Zombies Ate Nghbr	9
Mortal Kombat 3	19		
Ms Pacman	59	Super NES Deck	49

SEGA

After Burner 2	29	NFL QB Club 96	15
Aladdin	19	NHL Hockey	2
Altered Beast	5	NHL Hockey 94	3
Barney's Hide Seek	35	NHL Hockey 95	9
Batman & Robin	19	NHL Hockey 96	19
Batman Forever	19	NHL Hockey 97	45
Batman Returns	13	NHLPA 93	2
Beavis & Butthead	19	Pat Rily Bsktbl	3
Bill Walsh Ftbl	3	PGA Tour Golf	19
Bill Walsh Ftbl 95	5	PGA Tour Golf 2	25
Bubsy	19	PGA Tour Golf 3	45
Bulls vs Blazers	2	PGA Tour Golf 96	39
Bulls vs Lakers	3	Phantasy Star 2	25
Buster Douglas Bxg	5	Phantasy Star 3	25
Capt America	9	Phantasy Star 4	29
Castlevania Blood	19	Pitfall Harry	19
Coach K Bsktbl	13	Pitfighter	5
College Ftbl	5	Power Rangers	15
College Ftbl USA96	9	Power Rangers-Mov	19
Columns	19	Primal Rage	19
Comix Zone	19	Prime Time NFL	13
Contra Hard Corps	25	Quackshot	13
Cool Spot	19	RBI Basbl 4	5
Desert Strike	25	Ren & Stimpy	15
Earthworm Jim	29	Road Rash	29
Earthworm Jim 2	35	Road Rash 2	29
Ecco The Dolphin	15	Robocop vs Term	15
Ecco Tides of Time	15	Samurai Shodown	15
Eternal Chmpns	5	Shadow Dancer	7
Evander Hlyfld	5	Shadowrun	19
F 22 Intercptr	19	Shaq Fu	4
Fatal Fury	9	Shining Drkns	13
FIFA Soccer	7	Shining Force	29
FIFA Soccer 95	13	Shinobi 3	9
Flashback	7	Skitchin'	19
General Chaos	19	Sonic & Knuckles	19
Golden Axe	7	Sonic Hdghog	7
Golden Axe 2	9	Sonic Hdghog 2	8
Greatest Hvywts	15	Sonic Hdghog 3	28
Hard Drivin'	13	Sonic Spinball	15
Hardball	5	Spiderman	15
Joe Mntna	2	Spiderman/X-Men	15
Joe Mntna 2	1	Sports Tlk Bsbl	2
Joe Mntna 3	2	Star Trek Next Gen	13
Joe Mntna 94	2	Street Ftr 2 SCE	9
John Madden 92	2	Streets Rage	9
John Madden 93	2	Streets Rage 2	13
John Madden 94	3	Subterrania	7
John Madden 95	7	Supr Street Ftr 2	13
John Madden 96	19	Tazmania	15
John Madden 97	45	Team USA Bsktbl	3
Jungle Strike	25	Tecmo Super Bowl	5
Jurassic Park	13	Tecmo Super Bowl 3	29
Kid Chameleon	9	Terminator 2-Arcd	9
Lakers Celtics	1	TMNT Hyperstone	19
Lethal Enforcers	19	TMNT Tourn Ftrs	9
Lion King	19	Toe Jam & Earl	25
Maximum Carnage	15	Toe Jam & Earl 2	19
Menacer Game	3	Tom Lasorda Basbl	2
Michl Jksn Mwk	7	Tony La Russa	3
Mickey Mania	29	Toughman Contest	7
Mickey Ms Cstl	19	Triple Play 96	13
MLBPA Baseball	7	Urban Strike	29
Mortal Kombat	8	Vector Man	25
Mortal Kombat 2	15	World Series 95	13
Mortal Kombat 3	29	World Series Bsbl	7
Ms Pac-Man	29	WWF Raw	19
Mutant Lg Ftbl	9	WWF Royal Rumble	15
NBA Action	5	WWF Sup Wrstmnia	13
NBA Jam	9	WWF Wrestlm-Arcd	29
NBA Jam-Tourn	13	X-Men	9
NBA Live 95	9	X-Men 2	19
NBA Live 96	19	Zombies Ate Nghbr	19
NBA Live 97	49		
NBA Showdown	3	Sega Genesis 1 Deck	35
NFL 95	5	Sega Genesis 2 Deck	35
NFL QB Club	5	Nomad Unit	99

PlayStation

2 Extreme	45	NBA Jam-Tourn	25
Alien Trilogy	35	NBA Live 96	25
Andretti Racing	45	NBA Live 97	55
Battle Arena Tsh	19	NBA Shootout	29
Battle Arena Tsh 2	35	NCAA Gamebreakrs	29
Beyond the Beyond	39	Need For Speed	49
Big Hurt Baseball	25	NFL Game Day	18
College Slam	19	NFL Game Day 97	49
Crash Bandicoot	55	NFL QB Club 97	25
D (3CDs)	35	NHL FaceOff	19
Dark Stalkers	25	NHL FaceOff 97	45
Descent	15	NHL Hockey 97	45
Destruction Derby	29	Off World Extreme	19
Destruction Derby 2	55	PGA Tour Golf 96	45
Die Hard Trilogy	55	Project Overkill	19
Discworld	29	Rayman	35
Doom	45	Resident Evil	55
ESPN Extreme Gmes	29	Ridge Racer	29
Fade To Black	29	Ridge Racer Revltn	45
FIFA Soccer 96	29	Road Rash	39
Final Doom	49	Sim City 2000	55
Gex	25	Soviet Strike	45
Hardball 5	25	Star Wars-Rebl Aslt 2	55
Intl Track & Field	29	Street Fighter-Alpha	29
Jet Moto	59	Suikoden	45
John Madden 97	39	Tekken	29
Jumping Flash	25	Tekken 2	55
Jumping Flash 2	29	Tobal No. 1	45
Kileak-DNA Impertv	13	Tomb Raider	55
Kings Field	29	Triple Play 97	39
Legacy of Kain	45	Twisted Metal	39
Loaded	25	Twisted Metal 2	59
MLB Pennant Race	35	Viewpoint	15
MLBPA Bottom of 9th	25	War Hawk	29
Mortal K-Trilogy	55	Wing Commander 3	29
Mortal Kombat 3	25	Wipeout	29
Namco Museum Vl 1	49	WWF Wrestlm-Arcd	29
NBA In The Zone	28		
NBA In The Zone 2	55	Playstation Deck	189

GameBoy

Alleyway	15	Motor Cross Mniac	15
Baseball	8	NBA All Star	12
Bases Loaded	9	NBA Jam	19
Batman	19	NFL	9
Battletoads	15	Operation C	9
Bo Jackson	9	Pac-Man	29
Bugs Bny	22	Paperboy	19
Caesar's Palace	19	Play Act Ftbl	8
Castlevania Adv	9	Qix	12
Donkey Kong	29	Ren & Stimpy-SC	17
Donkey Kong Land	39	Revenge Of Gator	9
Donkey Kong Land2	35	Simpsons-B vs Jug	18
Double Dragon	13	Simpsons-Escape	19
Double Dragon 2	15	Skate Or Die 1-B&R	8
Dr Mario	17	Solar Striker	9
Duck Tales	19	Spiderman	17
F 1 Racer	13	Spiderman 2	17
Final Fant Adv	38	Supr Mario Lnd	17
Final Fant Leg	28	Supr Mario Lnd 2	25
Final Fant Leg 2	39	Supr Mario Lnd 3	28
Final Fant Leg 3	39	Supr RC Pro Am	15
Fortress Fear	8	Tecmo Bowl	12
Gargoyle's Qst	12	Tennis	8
Golf	9	Terminator 2	12
Home Alone	17	Tetris	9
Home Alone 2	15	Tetris 2	28
Jurassic Park	19	Tetris Attack	29
Killer Instinct	19	TMNT 1 FFC	9
Kirbys Drmlnd	22	TMNT 2	17
Kirbys Drmlnd2	35	TMNT 3	22
Kirbys Pinball	24	World Cup Soccer	9
Kwirk	13	WWF Superstars	9
Mega Man 1	25	WWF Superstars 2	12
Mega Man 2	24	Yoshi	22
Mega Man 3	27	Yoshi's Cookie	19
Metroid 2	13	Zelda Link	24
Mortal Kombat	22		
Mortal Kombat 2	22	Game Boy	29
Mortal Kombat 3	27	Game Boy Pocket	55

Saturn

Astal	19	NHL Hockey 97	49
Bttle Arena Tsh-Rmix	29	NHL Powerplay 96	39
Black Fire	25	Night Warriors	39
Bug	29	Nights	25
Clockwork Knight	25	Off World Extreme	19
Clockwork Knight 2	35	Panzer Dragoon	25
College Slam	25	Panzer Dragoon 2	29
Cyberia	29	Pebble Beach Golf	25
D	35	Robotica	13
Daytona USA	15	Sega Rally Champ	39
FIFA Soccer 96	25	Shining Wisdom	45
Gex	35	Shinobi	35
Ghen War	15	Street Fighter-Movie	19
Golden Axe-Duel	25	Street Ftr-Alpha	29
Guardian Heroes	35	Ultimate MK 3	39
Iron Storm	55	Virtua Cop	15
John Madden 97	55	Virtua Cop 2	45
Legend of Oasis	39	Virtua Fighter	9
Mansion Hdn Souls	29	Virtua Fighter 2	15
Mortal Kombat 2	25	Virtua Fighter Remix	9
Myst	15	Virtua Racing	25
Mystaria	49	World Series Bsbl	25
NBA Action	45	World Series Bsbl 2	49
NBA Jam-Tourn	25	Worldwide Soccer	15
Need For Speed	55	WWF Wrestlm-Arcd	39
NFL Qb Club 96	25	X-Men-Child Atom	45
NFL Qb Club 97	39		
NHL Allstar Hockey	15	Saturn Deck	129

Game Gear

Aladdin	22	Pro Baseball	3
Batman Returns	9	Ren & Stimpy	18
Clutch Hitter	4	Road Rash	28
Columns	9	Road Runner	19
Ecco The Dolphin	17	Shining Force-Swrd	15
Ecco Tides of Time	18	Shinobi	9
Fred Couples Golf	7	Shinobi 2	9
G Loc	9	Sonic Blast*	27
Garfield-Caught	18	Sonic Chaos	15
George Frmn	4	Sonic Hdghog	12
Incredible Hulk	9	Sonic Hdghog 2	8
Joe Mntna	7	Sonic Spinball	28
John Madden 95	18	Sonic Triple Trouble	19
Jurassic Park	13	Star Wars	29
Leaderbrd Golf	5	Streets Rage	9
Lemmings	17	Streets Rage 2	15
Lion King	18	Supr Columns	15
Mickey Ms Cstl	17	Supr Monaco GP	19
Mickey Ms Legend	22	Supr Monaco GP 2	15
Mortal Kombat	13	Tazmania	18
Mortal Kombat 2	22	VR Troopers	19
NBA Jam	15	World Series	6
NFL 95	9	World Series 95	8
Ninja Gaiden	9	WWF Steel Cage	17
PGA Tour Golf	8	X-Men	13
PGA Tour Golf 2	12	X-Men 2-Legacy	17
Power Rangers	13		
Power Rangers-Mov	17	Game Gear	49

We Accept:

VISA MasterCard DISCOVER

Personal Checks and Money Orders
Are Also Accepted.

RUSH DELIVERY!
is available on all in stock items.

These are Partial Lists
More Titles Available!

We also offer: ***Sega CD, Nintendo 64, CDX, & 3DO***

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell Previously Played Video Games and Accessories at Great Prices.

We also Sell New Product!

CALL FUNCO TODAY!
612-946-8101

Funco Order Form

Name ______________________

Address ______________________

____

Phone (____)______________

System	Title	Qty	Price
1.			
2.			
3.			
4.			

Tax ______________

Shipping ______________

Handling $4.00

Total ______________

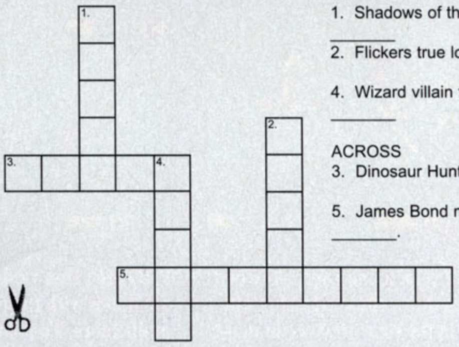
To purchase: **Call for Current Prices**, send check, money order, or credit card number to Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. Add $1.99 per item ($3.99 per control deck) for shipping and $4.00 handling charge. For Canada, Guam, Puerto Rico, and Virgin Islands please double the per item charges. CA, CT, IL, IN, KS, MA, MD, MI, MN, MO, NJ, NY, OH, PA, TX, VA, & WI residents please add applicable sales tax. All prices based on US funds. WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR GAMES HAVE BEEN SHIPPED. Most games delivered within 5-7 business days. Whenever possible games come with boxes and/or instructions but this is not guaranteed. Rush delivery is available. All sales are final. Defectives replaced with same item. All prices are subject to change. (We reserve the right to refuse any purchase or sale.) PR

All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to 7:00pm Central

612-946-8101

Look for us on the World Wide Web!
http://www.funcoland.com

Win a $25 **Funco** Gift Certificate!



DOWN
1. Shadows of the Empire villain. ________
2. Flickers true love is ________.
4. Wizard villain from Guardian Heros. ________

ACROSS
3. Dinosaur Hunter. ________
5. James Bond movie coming to N64 ________.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to :
May Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than May 30, 1997.

Rally Cross

By Dr. Zombie

PlayStation

With Rally Cross, Sony effectively delivers all the excitement of off-road racing—minus the mud, debris, and bruises. Extremely sharp graphics, numerous game options, and good ol' rock 'n' roll racing fun ensure a fine time for 4x4 racing fans.

Hit the Dirt

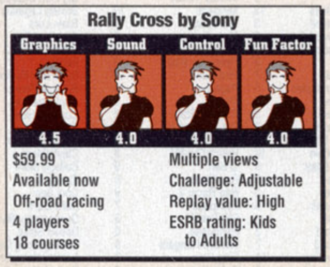
Up to four players can race in simultaneous split-screen mode, or you can go solo to try and master the tracks. With its solid lineup of 20 cars and trucks, six race locations with three courses each, and single-race or tournament modes, Rally Cross ensures replayability.

The game also features beautifully rendered 3D racing environments with off-road surfaces like sand, dirt, grass, snow, and ice. Subtle touches such as leaves and mud kicked up by wheels, skid marks burning into the pavement, and dents and bruises on the cars enhance the realism. The only graphics drawback is a shortage of directional signs indicating sharp turns. Crisp sound effects, such as gravel spitting up and the squeaks of the vehicle's chassis, complement the sound.

Rally Fun!

High-speed racing fans may be disappointed with Rally Cross as hot doggers will continually find themselves running off embankments and ending up top down. Mastering your ride instead of driving fast is the key. The ability to roll your vehicle is essential when tackling sharp turns or flipping your car back over onto the road.

Although there are plenty of crashes, bumps, and flips, with a little practice and patience, you can rule Rally Cross's roads. Go 4x4 it! G



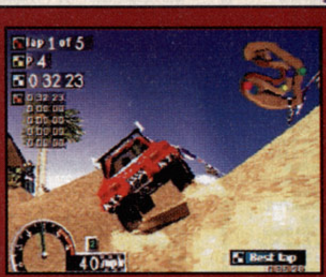
Rally Cross by Sony

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

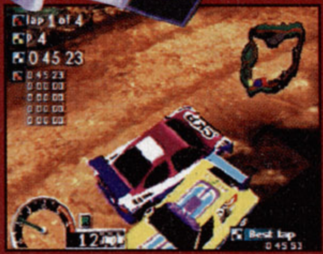
$59.99
Available now
Off-road racing
4 players
18 courses

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

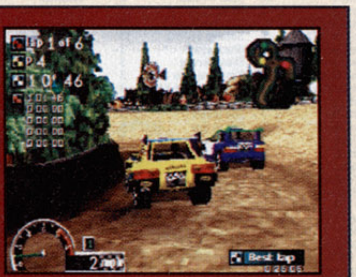
Rally Cross Tips



PROTIP: If you're airborne and about to flip over, continually roll in the opposite direction to help your car land on its wheels.



PROTIP: Master the 180-degree hard-reverse turn to spin your car around quickly and face the opposite direction.



PROTIP: Roll into the direction of sharp turns to prevent the car from spinning out.

Perfect Striker

Overseas Review

By Ken Ogasawara

Japanese Nintendo 64

Sports action on the N64 is awfully hard to come by in the U.S. these days, but Japanese gamers have a few more titles to choose from. Since Konami of America has announced that Perfect Striker will be released in the U.S. later this year under the name International Superstar Soccer, this inside look at Konami of Japan's topnotch soccer game will help get you stoked for "football" in the fall.

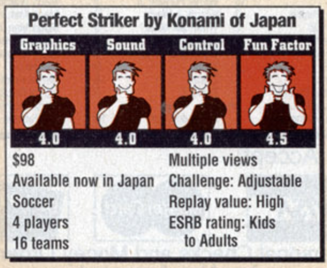
Kick Off!

Perfect Striker has all the standard features that you would expect from soccer games, such as line combinations and set plays. PS takes it a step further, however, by providing the ability to create your own line combinations. Another innovation is that players can be given a specific playing style above and beyond their normal field positions. For example, one defender can be assigned to be the sweeper, while another can be told to overlap into the offense.

The innovations provide added depth, but if the basic game doesn't deliver, there's no point to them. No worries on that front, though, as Perfect Striker delivers fluid graphics and great sound effects with crisp play-by-play announcing. Controlwise, the single-button passing is easy to learn, and by utilizing the various C buttons, gamers can experiment with more advanced passes and plays. Perfect Striker's easy enough for beginners to pick up and enjoy while veterans will love tinkering with all the options.

Football Fury

Perfect Striker ranks as the best soccer game for the Japanese N64 and quite possibly one of the best soccer titles in Japan. If you own a Japanese N64, Striker's worth a kickoff. G



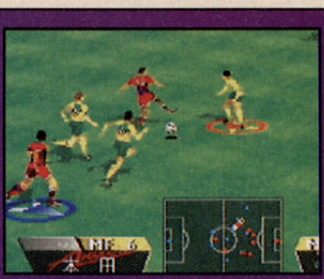
Perfect Striker by Konami of Japan

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

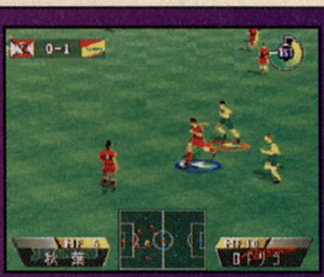
$98
Available now in Japan
Soccer
4 players
16 teams

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

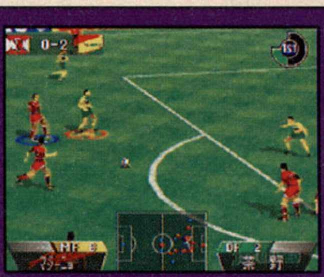
Perfect Striker Tips



PROTIP: Use a one-two pass when breaking down the wing. This will get you in the clear so you can make a centering attempt.



PROTIP: Don't use the Run button too much with the forwards or the midfielders. The longer your best players stay in the game, the better chance you have of winning.



PROTIP: Center the ball from the wing using the left C button, then hold Button B and a directional to get a player to either head or kick.

ORDER HOTLINE (212) 290-0031 Reach us online at: www.gexpress.com

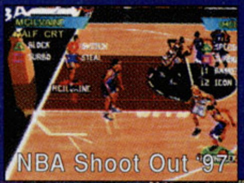
NEW RELEASES & UPCOMING TITLES

US Nintendo 64 Titles

- Blast Corps
- Doom 64
- FIFA 97
- Golden Eye 007
- Mario Kart 64
- NBA Hang Time
- Tetrisphere
- Turok
- Ultra Rally
- War Gods

Call for Availability

- Jolt Pack
- Memory Card Plus
- Extension Cable
- Convertors



US PlayStation Titles

- Carnage Heart
- Crow
- Fatal Fury Real Bout
- K-1
- Magic the Gathering
- NBA Shoot Out '97
- Namco Classics Series 1-3
- Need for Speed 2
- Peak Performance
- Puzzle Fighter 2 Turbo
- Rage Racer
- Rush Hour
- Soul Blade
- Spider
- Suikoden
- Tenka

Fighters M. Mix

U.S. Saturn Titles

- Amok
- Black Dawn
- Command & Conquer
- Contra
- Die Hard Arcade
- Doom
- Dragon Force
- Fighters Megamix
- Independence Day
- Lunar: Silver Star Story
- Magic Knight Ray Earth
- Marvel Super Heroes
- Mega Man 8
- Quake
- Soviet Strike
- Scorcher

JAPANESE IMPORTS

Nintendo 64 Titles

- Blade & Barrel
- Buggie Boogie
- Go Go Troublemakers
- Goemon5
- Kirby's Air Ride
- Mother 3
- Rev Limit
- Robotech
- StarFox
- Yoshi's Island 64

PlayStation Titles

- Arc the Lad II
- Aundra
- Bio Hazard 2
- Bushido Blade
- Castlevania
- Final Fantasy VII
- GT Max Rev
- Kowloons Gate
- Macross: Digital Mission VFX
- New Japan Pro Wrestling 2
- Ranma 1/2
- Saga Frontier
- Samurai Showdown 1&2
- **Tobal No.2**
- Toshinden 3
- Vandal Heart

Samurai Showdown 1 & 2

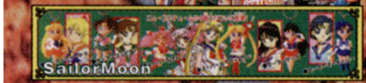
Saturn Titles

- Assault Suit Leynos 2
- Blast Wind
- Drift King '97
- Far East of Eden 4
- Fire Pro Wrestling S
- Manx TT
- Samuari Showdown 3
- Sega Ages Series
- Sengoku Blade
- Sexy Parodius
- Sonic Fighters
- Tactics Ogre
- X-Men vs. S.F.

SONIC THE FIGHTERS

Call To Reserve Your GAMES Now!!!

KEYCHAINS & CARDS



SailorMoon Super S

Keychains: Virtual Fighter, VF Kids, S.F Zero, S.F Zero 2, SF2, SailorMoon S.S., SailorStar, and Fatal Fury characters also avail. $5.00 ea. Complete Sets Avail.

Rubber Stamps: SailorMoon $3.99 ea.

The Best of DBZ 16" Figures $29.99
3 characters available: Super Saiyen Vegeta, Fusion Gogeta and Super Saiyen Son Gokou

CAPCOM ILLUSTRATION BOOK
Call for availability!

MODEL KITS

Evangelion Model Kits
$19.99 - $44.99

Call for Macross Model Kits
Assembly Required for most kits
Painting may be Required.

Blade
Evil
Sol

Limited Ed.: $19.99 ea.
FINAL FANTASY VII
CLOUD STRIFE
AERITH GAINSBOROUGH

"BLOW OUT SPECIALS!"

SONY PLAYSTATION	
Horned Owl	$29.99
Machine Head	19.99
NHL Face Off	29.99
Project Overkill	19.99
Top Gun: Fire at Will	29.99
X-Com UFO Defense	29.99
Memory Card Plus (120 Blocks)	39.99

SEGA SATURN	
Game Shark	$39.99
Guardian Heroes	29.99
Sega Rally (promo)	19.99
Wing Arms	29.99

SEGA CD	
Android Asault	$ 9.99
Batman & Robin (Adv. of)	19.99
Dune	9.99
Flash Back	9.99
Formular One	9.99
Lethal Enforcer	9.99
Midnight Raider	9.99
Vay	29.99

SNE	
Alien 3	$ 29.99
Batman Forever	19.99
Earth Worm Jim II	29.99
Super Punch Out	29.99
WWF Arcade	29.99
Wolverine	29.99

GENESIS	
Art of Fighting	$ 19.99
Earth Worm Jim (I or II)	19.99
Jeopardy	19.99
Monopoly	19.99
Pacman II New Adventure	19.99
Primal Rage	19.99
Risk	19.99
Wheel of Fortune	19.99

SUPER FAMICOM	
Converter	$19.99
Fatal Fury Special	29.99
Final Fight 2	29.99
TMNT Turtles in Time	29.99
World Heroes	19.99

GAME MUSIC

EVANGELION
X
Fighter 2

• Virtua Fight 1-3 • Chronotrigger • Gundam Series • Blue Seed Series • Final Fantasy Series and Many More!! •

Sega CD System Now Specially Priced at $29.99

Unit I w. 5 Games included
or
Unit II w. Sewar Shark
Free Music Video CD w/System

POSTERS · TOYS · T-SHIRTS · NOVELTIES

2215
2258
2521
2523
2524
1960
2589
2594
2428
2201
2581
DRAGON SON GOKOU
DRAGON BALL GT
RANMA

1st Poster $10.00
each additional poster $7.00

*Prices do not include shipping & handling

GAME EXPRESS INC.

OVER 2500 TITLES IN STOCK, LOWEST PRICES
EMAIL US AT gexpress@gnn.com

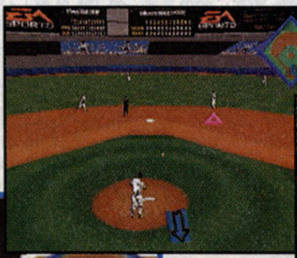
Price and availability are subject to change without notice. We accept all major credit cards, Money Orders and C.O.D. Allow 14 business days for shipping when paying by personal check. All sales are final, we will only replace defective items with the same title. Games Express Inc. is not responsible for misprint. NY residents add 8.25% sales tax to your order. All tradenames/trademarks are the properties of their respective owners.

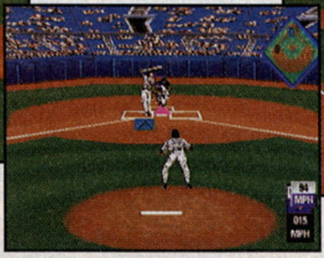
For Ordering:
(212) 290-0031
Dealer Hotline:
(212) 290-0426
For Fax Order:
(212) 290-0432
Visit Our Mega Showroom at:
126-128 W. 32nd St.
New York, NY 10001
L.I. Showroom:
167 Glen Cove Rd.
Carle Place, NY 11514
Tel. (516) 248-4911
Fax. (516) 248-4913

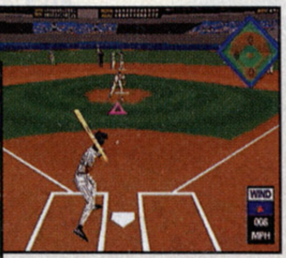
Triple Play '98

PlayStation

By Air Hendrix

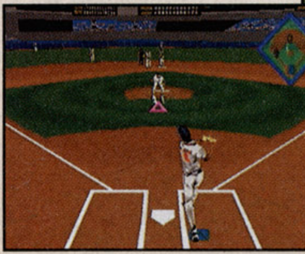


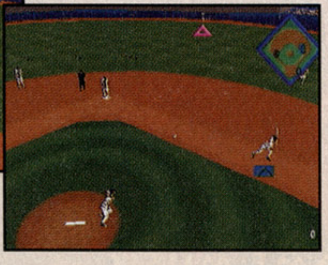




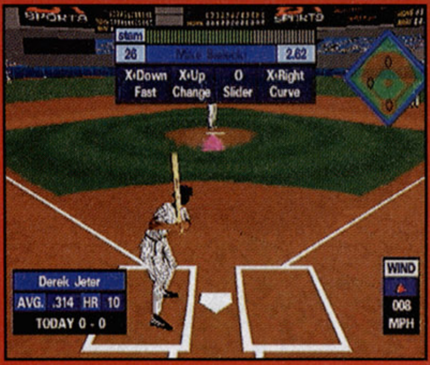
TRIPLE PLAY 98

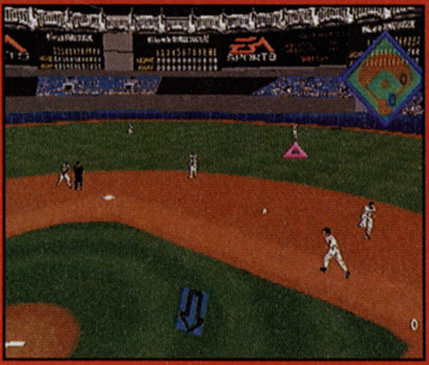
Last year's Triple Play clinched the video game World Series hands-down—but the competition didn't put up much of a fight. Will Triple Play '98 have what it takes to survive the season and retain the top spot? Opening Day's just around the corner….





Graphics & Sounds





Visually, TP '98's on its way to a topnotch outing. The frame rate has been cleaned up nicely since the original's sluggish showing, and the new 3D polygonal style definitely catches the eye. Nice touches include authentic uniforms with names and numbers, real-life signature movements for batters and pitchers, a 3D mound and ball, and "intelligent" crowds (if you're having a lousy season, the stands are dead empty). As for sounds, the robust two-man commentary—ESPN's Buck Martinez on color and former Blue Jays announcer Jim Hughson on play-by-play—creates a TV broadcast feel that's really compelling.

Features

WIND
016
MPH

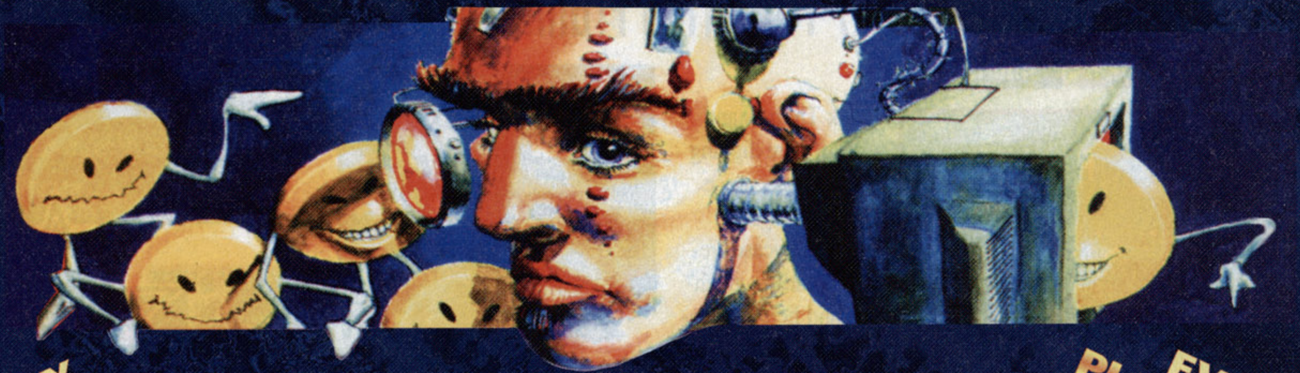
70
MPH
015
MPH

Triple Play '98 hits the diamond with a fresh batch of new features. Players can swing for the fences in Arcade mode or get hip-deep in realism with Sim mode. Of course, you'll find all the major league teams, players, and stadiums, as well as ramped-up stats, interleague play, and a new Practice mode. Disappointingly, one of the coolest features of last year's version—adjusting your batter's stance—was ejected from the game. While this unfinished preview version was still too early to judge definitively, TP '98 already handles well enough that it ranks as one of the spring's leading prospects.

Developed and published by EA Sports
Available May

70% COMPLETE

America's Lowest Game Prices



EVERY SATURN TITLE $49.99 or less!

GUARANTEE YOURSELF
A COPY OF THE
HOTTEST NEW RELEASES

CALL AND PRE-ORDER NOW!

Prices start at $19.99
(a few double disc titles may be more)

EVERY PLAYSTATION TITLE $49.99 or less!

Blast Corps • Golden Eye 007 • Lamborghini 64 • Lethal Enforcer
Buster Bros. • Golden Nugget • Kumite • Necrodome • Grand Slam
Hexen • MDK • Rage Racer • Syndicate Wars • War Gods • Quake
Marvel Super Heroes • Alien Striker • Albert Odyssey • Manx T.T
Super Motorcross • Sacred Pools • Ultimate Football

SUPER NINTENDO Prices starting at $14.99

Call for our Weekly Specials!

FACTORY SEALED

BRAND NEW

GENESIS Prices starting at $14.99

AMERICA'S LOWEST PRICED GAME DEALER NOW CONQUERS USED GAME PRICES TOO!

Buy any game from us, get a guaranteed trade-in value of 1/2 the current retail!
We are now buying used games. Call for the highest values on your games!

PLAYSTATION ACCESSORIES	
Core System	149.99
Converter	29.99
PSX Memory Card 15 Blocks	22.99
Memory Card + 360	44.99
Game Shark	57.99
PSX Standard Controller	14.99
PSX Advanced Controller	16.99
PSX Ultra Controller	19.99
Multi-Tap	49.99
Link Cable	19.99
MadCatz Steering Wheel	69.99
RF Unit	19.99
Sony Double Flight Stick	69.99
Ascii Joy Stick	39.99
Ascii Advanced Joy Stick	49.99
Maximizer Joy Stick	39.99

SATURN ACCESSORIES	
Core System	149.99
Arcade Racer Steering Wheel	69.99
Memory Back-up CD	49.99
Memory Card+	39.99
Game Shark	57.99
RF Unit	19.99
Sega Virtua Stick	49.99
Eclipse Stick	44.99
Advanced Controller	19.99
MULTISYSTEM TRUE ARCADE CONTROLLER BY MAS	119.99
Each additional system add	29.99

Call now for a FREE catalog
WE SHIP GLOBALLY!

SHIPPING: FedEx 2nd day service
1-4 games $6.50 5-8 games $7.50
Systems $12.00 Please call for International Rates.
California residents add 7.25% sales tax
Call 7a.m.-7p.m. PST 7 days
FAX: (415) 893-8190 or send mail order to:
P.O. Box 2708, Novato, CA 94948

ALL SALES FINAL. For Mail Orders, **please include Name, Address, Phone Number and Game Titles.** All Cancellations must be received within 72 hours of original order. Defective merchandise will be repaired or replaced under the terms of the manufacturer's warranty. All returns will be tested, non-defective merchandise will be returned to customer at the customer's expense.

Video Game DISCOUNTERS

415 893 8188

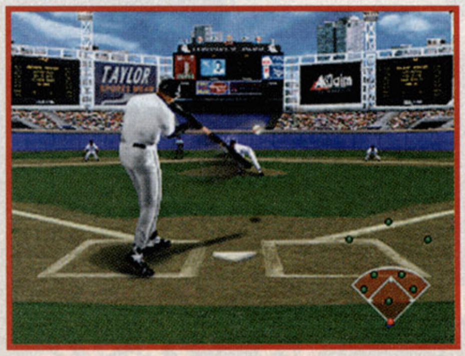
VISA

MasterCard

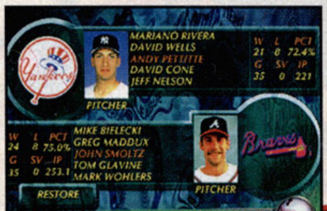
FIRST LOOK

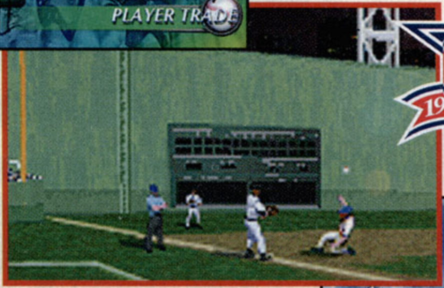
All-Star Baseball '97 Featuring Frank Thomas

PlayStation **Saturn**

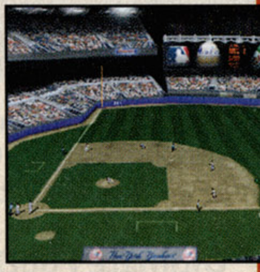

TAYLOR
SPORTS WEAR
Acclaim

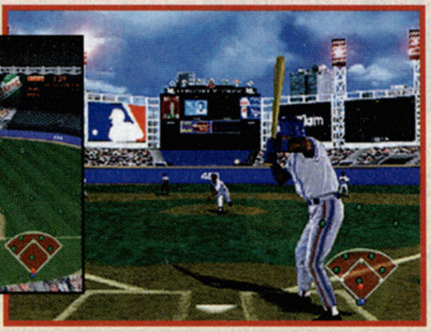
Frank Thomas and Acclaim are digging in at the plate once again. This year's at-bat showcases retooled batting, pitching, and fielding controls that Acclaim hopes will make this ballgame more intuitive and realistic. Acclaim also scored with the licenses this year, so gamers will find all the major-league teams (including the two expansion teams), players, and stadiums—and you can also make trades. The Show begins in Exhibition, Season (includes interleague play), Playoff, All-Star, Batting Practice, and Home Run Derby modes. Stat hounds will revel in the full-season stat tracking for the entire league, and ESPN's Jon Miller puts on the finishing touch with play-by-play calls.—*Air Hendrix*


MARIANO RIVERA
DAVID WELLS
ANDY PETTITTE
DAVID CONE
JEFF NELSON
PITCHER
MIKE BIELECKI
GREG MADDUX
JOHN SMOLTZ
TOM GLAVINE
MARK WOHLERS
PITCHER
RESTORE
PLAYER TRADE



ALL★STAR 19 97 FEATURING FRANK THOMAS



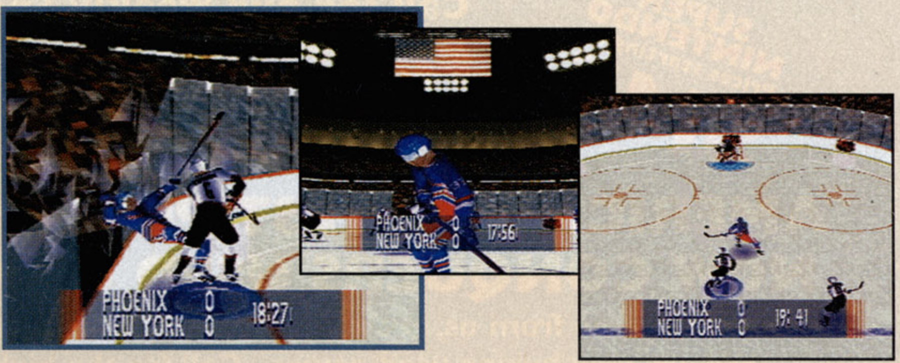


Developed by Iguana Entertainment
Published by Acclaim Entertainment
Available April
70% COMPLETE

FIRST LOOK

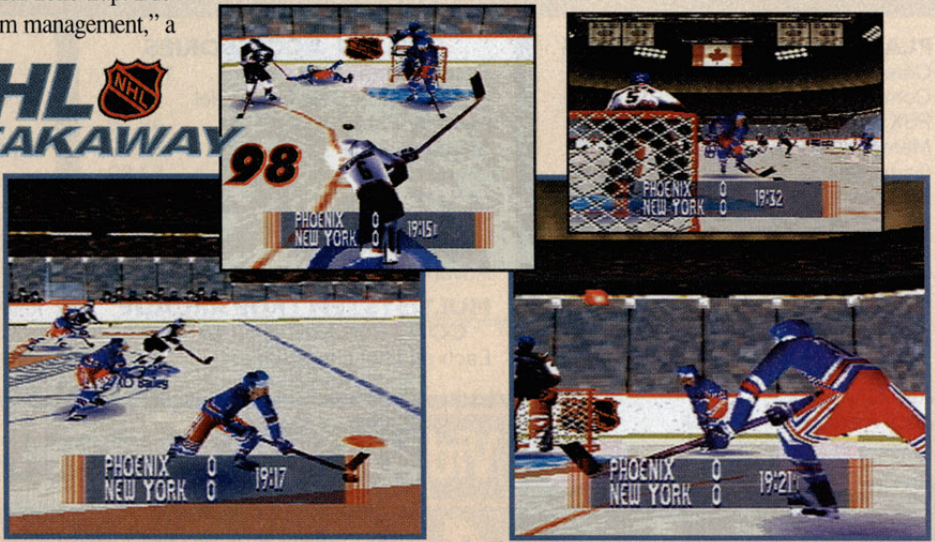
NHL Breakaway '98

PlayStation **Saturn**


PHOENIX 0
NEW YORK 0
18:27
PHOENIX 0
NEW YORK 0
17:56
PHOENIX 0
NEW YORK 0
19:41

Acclaim's getting into the hockey game this fall with NHL Breakaway '98, an already-promising title that sports topnotch features. Beyond the usual NHL players and teams, Breakaway will deliver World Cup teams, trades, player creation, and the ability to sign and release free agents. In-depth coaching lets you order a player to "shadow" an opposing star, plus you can call plays like the neutral-zone trap. But this game stands out from the crowd with "total team management," a point-based system that enables you to hire coaches, develop players, treat injuries, and more. Other killer features include icon passing, switching to players who aren't the puck carrier, and the ability to load custom teams on a memory card. Smooth, snazzy polygonal graphics polish it off with graceful movements and detailed uniforms.
—*Air Hendrix*

NHL BREAKAWAY 98


PHOENIX 0
NEW YORK 0
19:15
PHOENIX 0
NEW YORK 0
19:32
PHOENIX 0
NEW YORK 0
19:17
PHOENIX 0
NEW YORK 0
19:21

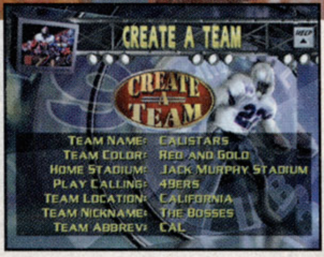
Developed by Sculptured Software
Published by Acclaim Entertainment
Available August
50% COMPLETE

FIRST LOOK

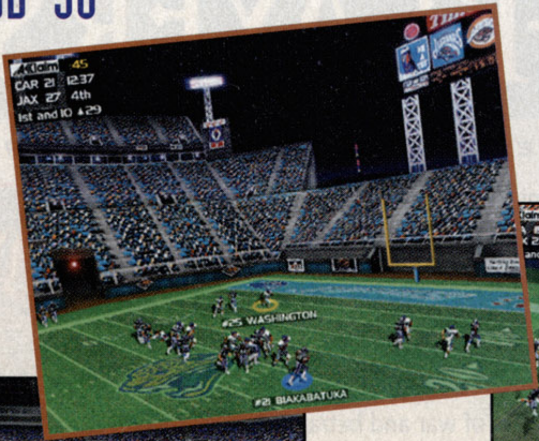
NFL Quarterback Club '98

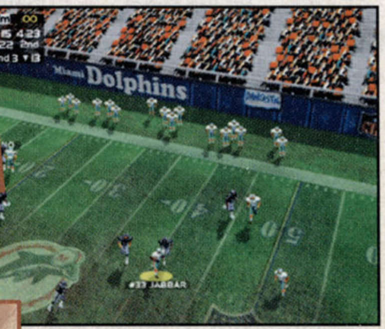
PlayStation **Saturn** **DOS**

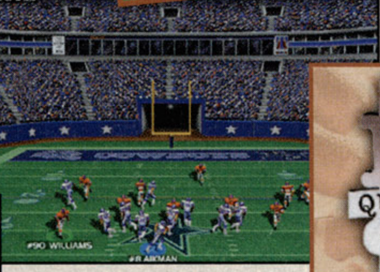
With the Packers' Brett Favre as its star, QB Club '98 is setting up for a better season with a newly redesigned A.I. and engine. Its graphics are getting a facelift, too—Acclaim reports that QB Club's new motion-captured animations and revamped camera angles eliminate the pixelization problems that plagued last year's game. Of course, QB Club features all the pro players, teams, and stadiums, and NBC's Marv Albert calls the play-by-play. New bells and whistles for this edition include season-long stats and roster management, which lets you trade, draft, create players and teams, sign and release players, and handle the salary cap.—*Air Hendrix*

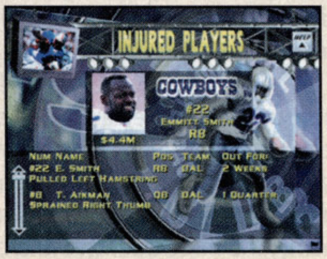

CREATE A TEAM
CREATE A TEAM

TEAM NAME: CALISTARS
TEAM COLOR: RED AND GOLD
HOME STADIUM: JACK MURPHY STADIUM
PLAY CALLING: 49ERS
TEAM LOCATION: CALIFORNIA
TEAM NICKNAME: THE BOSSES
TEAM ABBREV: CAL


Acclaim 45
CAR 21 12:37
JAX 27 4th
1st and 10 ▲29
#25 WASHINGTON
#21 BIAKABATUKA

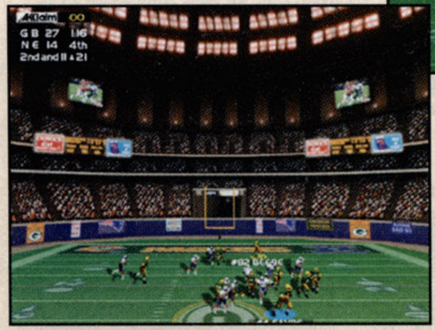

Acclaim 00
15 4:23
22 2nd
and 3 ▼13
Miami Dolphins
#33 JABBAR

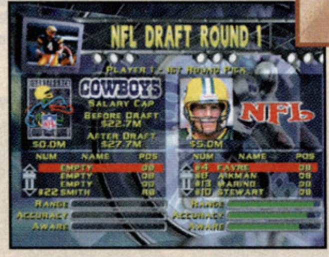

Acclaim 00
DEN 14 1:22
DAL 7 2nd
3rd and 6 ▲35
#90 WILLIAMS
#8 AIKMAN


INJURED PLAYERS
COWBOYS

#22
EMMITT SMITH
RB
$4.4M

NUM NAME POS TEAM OUT FOR:
#22 E. SMITH RB DAL 2 WEEKS
PULLED LEFT HAMSTRING
#8 T. AIKMAN QB DAL 1 QUARTER
SPRAINED RIGHT THUMB


Acclaim 00
GB 27 1:16
NE 14 4th
2nd and 11 ▲21


NFL DRAFT ROUND 1
COWBOYS
NFL

PLAYER 1 - 1ST ROUND PICK
SALARY CAP
BEFORE DRAFT $22.7M
AFTER DRAFT $27.7M
$0.0M
$5.0M

NUM	NAME	POS
	EMPTY	QB
	EMPTY	QB
	EMPTY	QB
#22	SMITH	RB

NUM	NAME	POS
#4	FAVRE	QB
#8	AIKMAN	QB
#13	MARINO	QB
#10	STEWART	QB

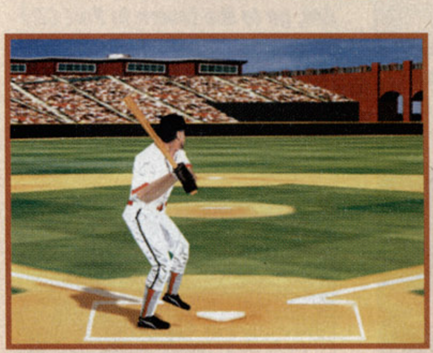
RANGE
ACCURACY
AWARE

Developed by Iguana Entertainment
Published by Acclaim Entertainment
Available August
50% COMPLETE

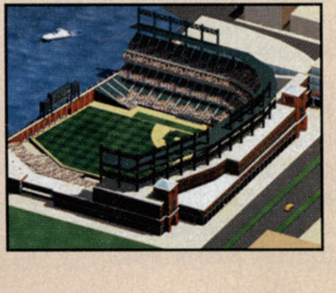
FIRST LOOK

HardBall 6

PlayStation **Win 95**



One of the longest-running baseball series will return to the PlayStation after making the jump into 3D with motion-captured, polygonal players and real, fully-detailed stadiums. HardBall 6 also delivers all the big-league players and teams, as well as player creation and drafts over multiple seasons. Accolade's also working on a new control interface.—*Air Hendrix*



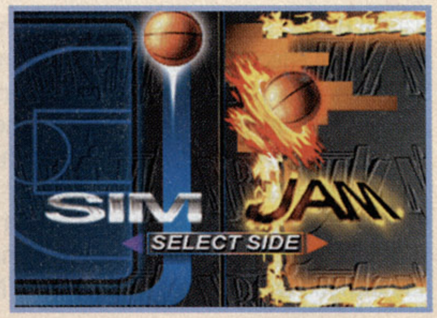
Developed by Mindspan
Published by Accolade
Available July
30% COMPLETE

FIRST LOOK

NBA Jam '98

Nintendo 64 **PlayStation** **Win 95**

Above and beyond its N64 debut, the big news with the next round of NBA Jam is five-on-five sim-style hoops. Yup, you read that right—Jam '98 will be two games in one as players can choose either the now-famous two-on-two dunkfest or take it to the hole in realistic five-on-five hoops. Jam '98's other intriguing features include a play editor, on-the-fly play calling, and player creation.—*Air Hendrix*


SIM
JAM
SELECT SIDE

Developed by Sculptured Software
Published by Acclaim Entertainment
Available Winter '98
10% COMPLETE

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MAY '97

Playstation

By Art Angel

Konami releases another strong offering in its growing RPG library. Combining a solid story line, challenging strategy, and original gameplay, Vandal Hearts is close to being as good as Konami's earlier title, Suikoden.

Kick Some Ash

Vandal Hearts is based on the elements of war and betrayal. You play as Ash, a commander in a peaceful kingdom, Ishtaria. When war threatens, you must discover who is wreaking havoc in the kingdom, and why. During your mission, you pick up clues and add members to your party, while fierce enemies and monsters block your path to the truth.

Though the story may seem familiar, Vandal Hearts has some unusual gameplay features. Unlike most RPGs, Vandal Hearts allows strategic movements during battle, making the placement of your party members around enemies as important as using spells correctly. The more you have flanking an enemy, the more offensive and defensive bonuses you'll receive. Strategic positioning is especially important when battling larger, stronger opponents.

Also unique to the game is the advanced control you have over your characters. Unlike most RPGs, Vandal Hearts enables you to determine a character's class (including hawknight, bowman, mage, bishop, and ninja). The controls are further complicated by your many offensive abilities: Not only do you use spells and weapons, you can also set booby traps.

Sights and Sounds

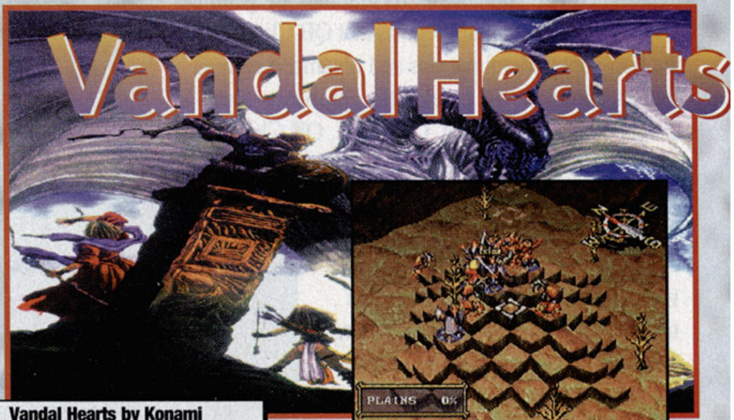
Vandal Hearts' 3D graphics are good, with sharp sprites and special effects for the spells that are reminiscent of Suikoden. The characters' celebrations can become annoying and sometimes distracting, but they're well balanced by creative and flawless full-motion videos (FMV).

The clean, crisp audio will keep your spirits high; the sounds are always on cue no matter how long you've been playing. The voice-overs during the FMVs add intrigue and help deepen the story line.

Hearts of the Matter

Vandal Hearts' original gameplay and strong graphics and sounds should satisfy even the most particular RPGers. It would be a scandal to miss Vandal. G

Check out "Final Fantasy VII" elsewhere in this issue for a review of the long-awaited Japanese RPG.



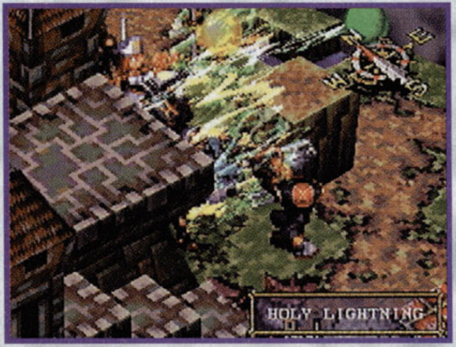
PROTIP: As you enter the map for Sand Dunes of Sea, go as far forward as possible in a tight formation. The Death Ant will resurface in front of you, and then you can launch a mass attack to defeat him.

Vandal Hearts by Konami

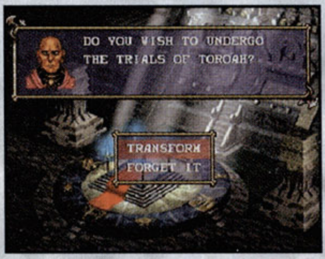
Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

Price not available
Available now
Strategy/RPG
1 player

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

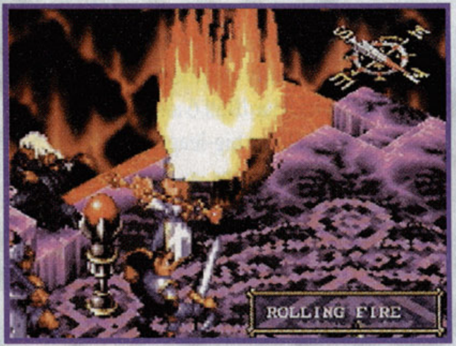


PROTIP: In any battle, always rid yourself first of troubling magic-users, healers, and missile-using enemies.

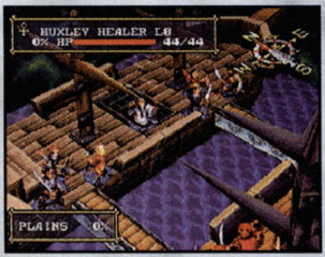


DO YOU WISH TO UNDERGO THE TRIALS OF TOROAH?

PROTIP: After defeating the Death Ant, go to the tavern in Port City Minato and talk to everyone. Before you leave, you'll get a Nova Key, which you use at the Dojo to undergo the first of The Six Trials of Toroah.



PROTIP: In Plain of Sorrow, protect only one of the Mage Towers to guarantee warp travel back to your world. Make sure it's guarded on every side and always heal your comrades-in-arms if they're ailing, or else you'll spend the rest of eternity in limbo.



PROTIP: When fighting Hassan and his crew in the Gadar Sea, split your party in two, cover both gangplanks, and wait for enemies to attack. Make your party members with bows and arrows face the gangplanks, and keep Huxley The Healer between both groups.

Call GamePro's Hot Tips Hotline

1-900-860-TIPS

(1-900-860-8477)

Call today to hear the hottest game tips and strategies. Plus, this month, the latest N64, PlayStation, and Saturn news!

32-Bit Tip of the Week!

A new slammin' 32-bit tip every week!

Getta Clue

The latest tips for your favorite system:
PlayStation
Saturn
Arcade

Hit Us With Your Best Tip

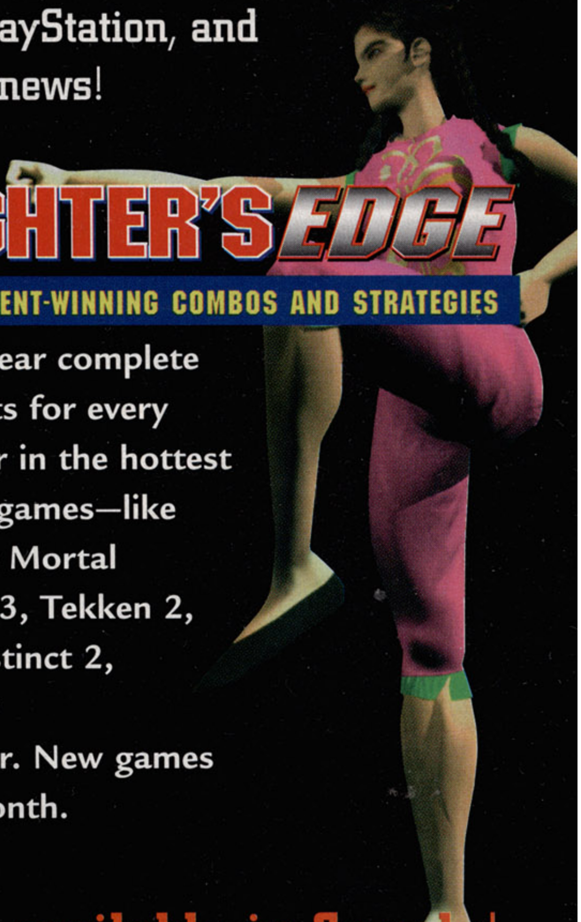
Leave or pick up tips and cheats from some of the best gamers around! You can leave a tip for the PlayStation, Saturn, 3DO, Genesis, or Super Nintendo systems.

Get A Classic Clue

Dust off those old carts and get the best tips for your favorite system. Call for a different tip every day.

Scary Larry's Hot Picks

Leave your best tip for Scary Larry...you may get picked.



THE FIGHTER'S EDGE

TOURNAMENT-WINNING COMBOS AND STRATEGIES

Call to hear complete move lists for every character in the hottest fighting games—like Ultimate Mortal Kombat 3, Tekken 2, Killer Instinct 2, and Star Gladiator. New games every month.

Also available in Canada!

1-900-451-5552

Calls cost $1.49 a minute (Canadian)

New Tips Every Week!

Calls average three minutes in length and cost $1.29 a minute. Be sure to get your parents' permission to use GamePro's Hot Tips Hotline if you are under 18 years of age. Messages subject to change without notice.

Coming soon...Role-Player's Realm.

A service of GamePro Media Group in San Mateo, CA.

The Dooms and Don'ts of DOOM 64

Nintendo 64

Get ready to fight for your life with Doom 64! This version of Doom has the toughest stages yet. We'll show you a few secrets and how to beat some of the most difficult levels in the game so you won't be doomed to failure.

By Major Mike

Methods to the Madness

The Beastly Bunch

Next to the BFG-9000, confusion and chaos are your two best friends. Why? Because monsters are careless and have little regard for the safety of others. Monsters can easily shoot each other, which leads to a fight that doesn't end until one of them is dead. However, members of the same species don't fight each other, except for Former Sergeants, Shotgunners, and Lost Souls.

Other Dangers and Things to Look For

Flying Darts

New to the Doom lineup are flying darts. Although they're small, they do sizable damage. You can use them to your advantage by luring monsters into their line of fire.

Crushing Ceilings

These activate when you least expect them. Be leery of long, seemingly clear hallways. Although the ceilings don't always kill you, they can cause a lot of damage.

Illusion Walls

These could answer the question "Who's hitting me?" In some levels, walls aren't really walls, but illusions. To find these, fire a couple of rounds at a wall. If you see the shots impact on the surface, they're real; if you don't, then the wall is probably fake.

Homing Fireballs

Similar to the guided fireballs the Revenant uses, these suckers chase you until they hit something. They also do serious damage. The only advice here is to run like hell.

The Teleport Factor

Monsters teleport in Doom 64—a lot. Whenever something teleports, it makes a distinctive sound, so listen for the audio cue.

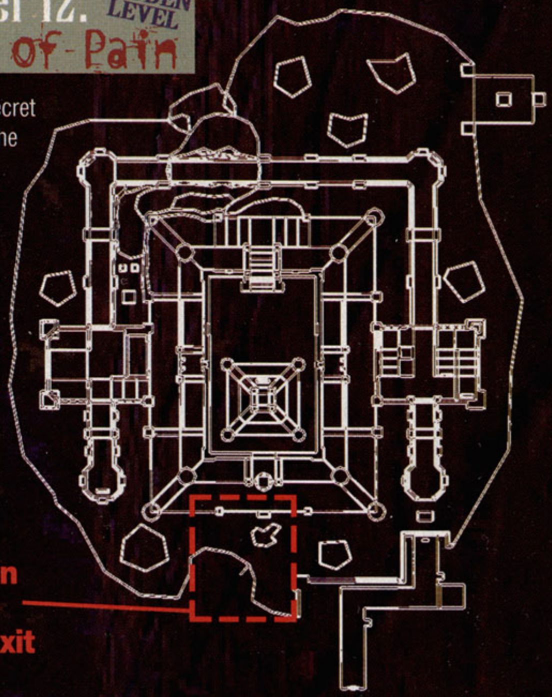
Hidden Levels

There are several hidden levels in Doom 64. Here's where you can find two of them.

Level 12: Altar of Pain

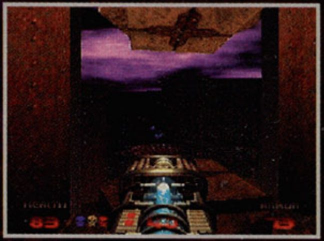
HIDDEN LEVEL

To reach the secret level, look for the pillar with the Supercharge located on the top.

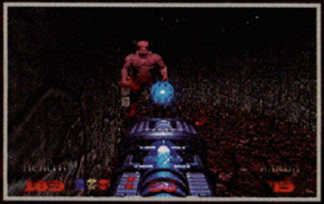


N
W
E
S

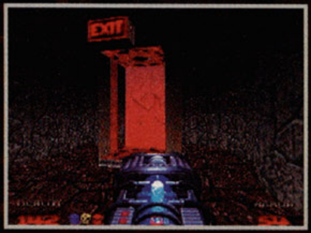
Location of the Secret Exit



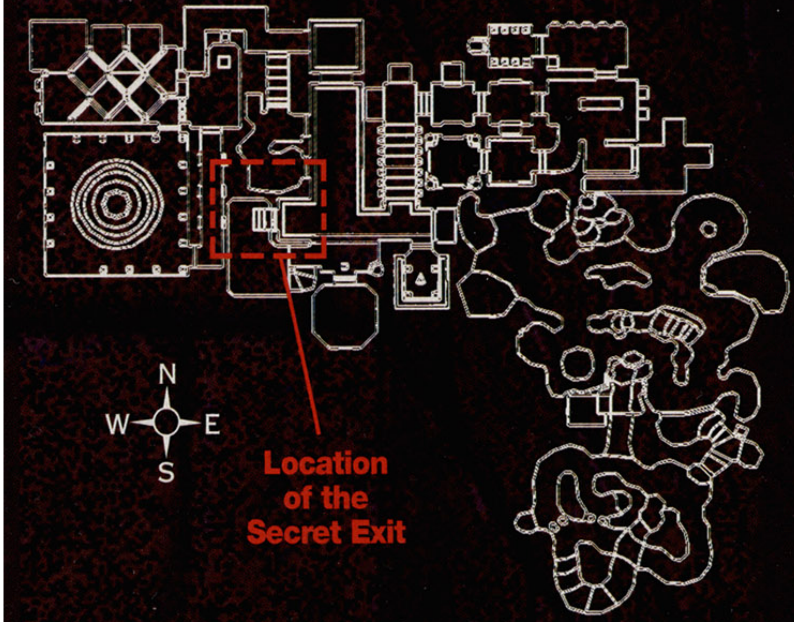
Run toward the top of the tower and keep going. It may seem like you will run into the wall on the opposite tower, but you won't—the wall is actually an illusion, and you'll run right through.

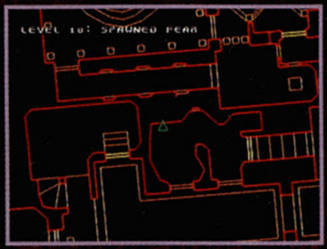


Inside is a narrow corridor with a Knight. Ice him and go to the exit. This takes you to level 30, The Lair.

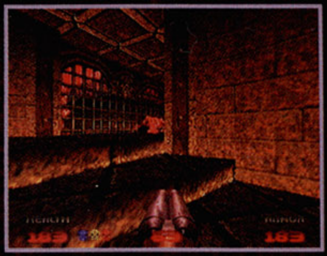


Level 18: Spawned Fear HIDDEN LEVEL





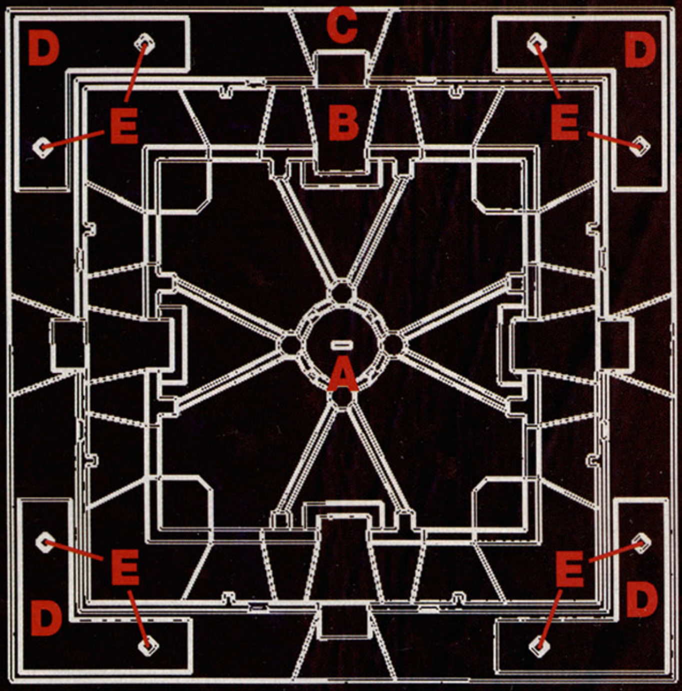
The secret exit is at the end of the stage. When you go up the stairs to the exit door, you can hear another door open somewhere.



Walk up the steps toward the exit very slowly. When you hear the door open, immediately backtrack down the stairs, out the door, and to your left. You should then see the secret door.

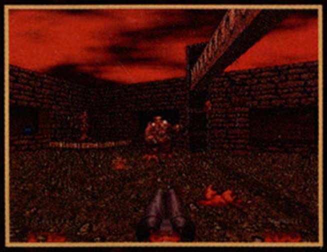
It is open for only a brief moment, so you must move quickly. It may take a few attempts, but success takes you to level 31, In the Void.

Level 9: Even Simpler



Veterans of the PlayStation version will recognize this variation of Dead Simple, one of the levels in that game. The most important things to remember are that there are three waves of monsters, and that with each passing wave, another part of the level opens up. There are no keys in this stage.

The First Wave



You start the level in a small room facing a switch (A). Gather all the ammo and items in the room, then press the switch. The wall drops, putting you in a courtyard with five Mancubuses—four on pedestals in each corner and one roaming freely. This one should be facing you, so give it three quick rocket blasts and start running.

The best way to survive the first wave is to keep moving—if you stop, the Mancubuses will burn you with fireballs. Run in a circle, firing rockets as you move. Limit your rockets to one per monster with each pass.

The Second Wave

YOU PICK UP A MEDIKIT.

When the first wave finishes, several Knights and Cacodemons appear, but you can now go to the outer perimeter (B). During this phase, change tactics and run around the perimeter, firing at the monsters in the courtyard. Try to bunch the monsters together—it's easier to get them to fight each other.

When two or three monsters are left, head back to the center where you started the level.

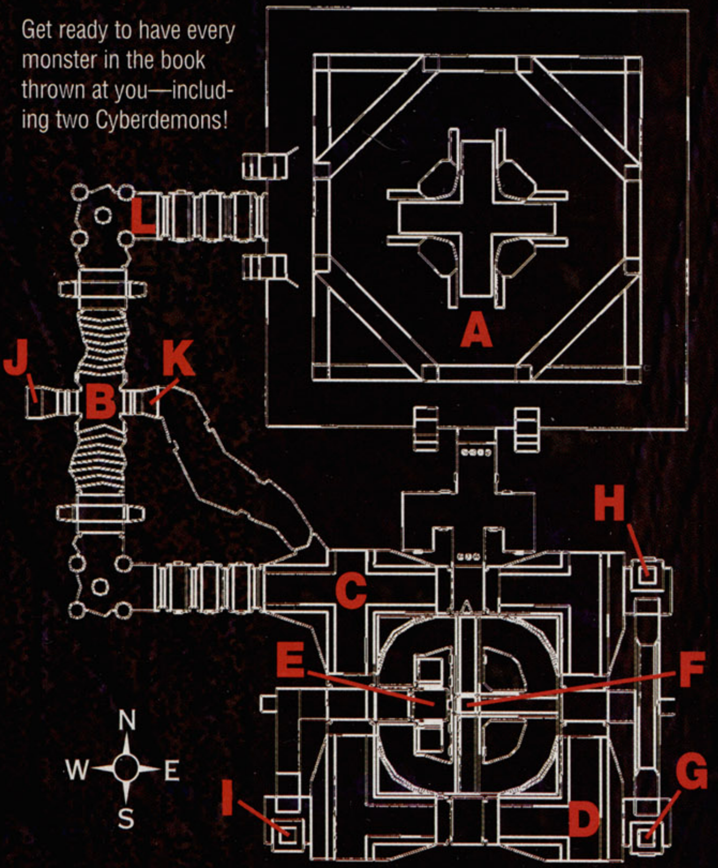
The Third Wave

When the last monster dies, the third and final wave begins as Barons, Pain Elementals, and Mancubuses teleport into the level. A Temporary Invincibility Orb also teleports into the level (A), and the farthest perimeter of the level also opens (C). Grab the orb, ready the rocket launcher, and head to the outer perimeter. Mancubuses will be here, so blast them as fast as you can. In the corners are dart blowers (D), which can help you kill the Mancubuses. Trigger them by stepping on the small pedestals near each corner (E).

Stay in the outer perimeter during the third wave and sporadically blast the monsters through the openings. Before leaving the level, do a thorough search for ammo and other items.

Level 17: WATCH YOUR STEP

Get ready to have every monster in the book thrown at you—including two Cyberdemons!



You start in an arena (A). Grab the weapons, then head to the open passageway (B). This leads to another area (C). When you reach the other area, move very slowly—this is where the level gets its name—and listen for teleporting sounds. As you move farther into the stage, more monsters will teleport in. Don't make a mad dash for the Blue Key in the far corner (D)—if you do, monsters will blow the hell out of you. Slow and steady wins this race.

After you get the Blue Key, go to the gate at the main house in the center (E).

A Pain Elemental is inside the gate. Open the gate and blow it to hell. Go to the end of the hall, press the switch, and take the elevator up. There are Imps waiting at the top, so have the shotgun ready.

Take the teleporter in the middle (F). This takes you to (G). Move slowly off the platform and head north. When you're halfway down the hallway, Marines teleport in front of you.

There is a Berzerker kit halfway down this corridor. If you grab it, an Imp will teleport next to you. Remember—grabbing the Berzerker kit defaults you to your fists, so you must get close to the Imp to kill it. Grabbing the Berzerker kit also triggers a teleport trap of Lost Souls. After polishing them off, go to the teleporter at the end of the hall (H).

This teleporter takes you to (I). When you move off the platform, be prepared to blast the Marines that teleport in. There is Mega Armor in a recess at the end of this hall. Back into it when you collect it—an Imp will teleport next to you, along with a Pain Elemental.

Secret Items

YOU FOUND A SECRET AREA!

There are two secret areas at the teleporters at (G) and (H). When you teleport to (G), fire a shot down the hall, then move backwards. The panel behind you opens. Once inside, press the wall switch. This opens a secret recess at (J) that contains a Temporary Invincibility Orb. There is a similar secret with the teleporter at (H) that opens a passageway at (K). This passageway leads to a Megasphere.

Now the fun begins. When you go back to (A), Marines and Bulldog Demons teleport in. Then Imps. Then Barons of Hell. You can waste these monsters from the hallway (L). However, if you're low on health or ammo, sneak back into the arena when the Barons appear.

You have to move fast, so look in corners to find ammo and health items. Make sure you're clear of that first arena when the last Baron dies—you don't want to be stuck there for what's next.

After the last Baron dies, the main arena floods with Arachnotrons, Knights, and Mancubuses. This is to your advantage, however. Go to (C), and then go to the bars. Pump off a few shots to get the monsters' attention. If you do, they'll start shooting each other, saving you time and ammo. Whatever you do, save the plasma rounds for the two Cyberdemons at the end.

When the last monster dies, two Cyberdemons appear. Grab the Temporary Invincibility Orb, and run into the arena with the Cyberdemons. Unload as many rockets or BFG shots as you can at close range until the orb wears off. You should be able to take out one of the Demons. For the other Cyberdemon, go back to the bars in the second arena where you shot at the Arachnotrons and Mancubuses. Don't even think about firing rockets through the bars. Instead, use the chaingun, shotgun, or laser beam to shoot the other Cyberdemon. It requires patience, but with luck you should be able to take it out.

Level 23:
UNHOLY TEMPLE

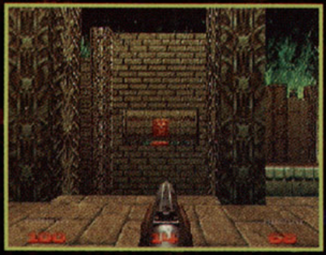
This level is an ugly tale of three switches. You start on the ground level facing an Arachnotron to your right. Immediately move to your left—Barons on a high ledge throw fireballs at you.

The castle ahead has three levels. There are translucent Bulldog Demons on the second ledge and Barons on the third.

Run around the perimeter and blast the Arachnotrons. While you're doing this, the Barons throw fireballs at you, but they mostly hit the Demons. After you kill all the Arachnotrons, two teleporter pads on the ground level open up (A).

Before entering the teleporter, shoot all the Demons on the second ledge and all the Barons on the third ledge.

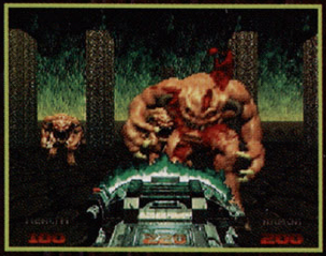
When you step in the teleporter, you're taken to the second floor. However, there are two stretches to look out for on the west and east sides (B): When you head down these two stretches, homing fireballs fly after you, so always run through these areas. Head to the elevator to the north, take it to the third floor, and press the switch to the south (C).



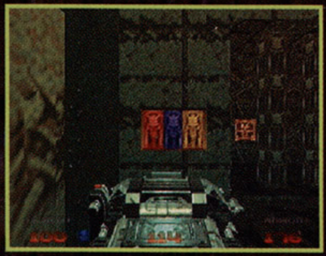
There is a secret on the third floor. Go to the north and face the red emblem across the way (D). If you shoot the emblem, the ledge will drop. When it does, run forward so you land on the ledge. There are several items here, including plasma charges.

Go to the doorway on the second floor and run to the stairs at the opposite side (E). Why? There are two Barons on pedestals that flank you as you enter the room. When you get to the stairs, turn and ice the Barons.

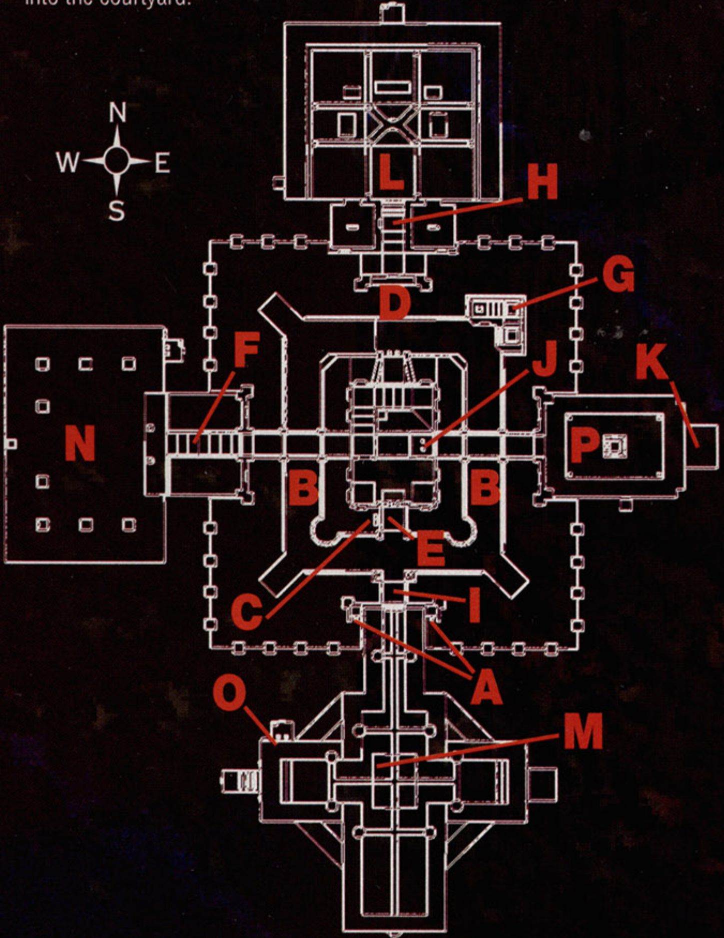
At the top of the stairs, turn right and go toward the armor power-up. Get the BFG ready—this is where Hell gets its name (F). When you grab the armor, the walls on both sides drop, revealing Arachnotrons. Keep going straight into the courtyard with the pillars (N). Once you're in the courtyard, several Bulldog Demons teleport in. Use the BFG to clear them out. After the Demons are gone, a wave of Barons teleport into the courtyard.

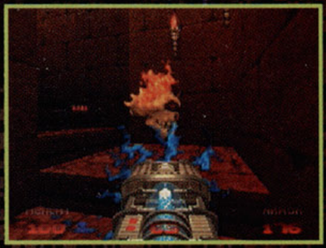


The Blue Key is on a pedestal on the far wall. A switch on one of the pillars lowers the pedestal.



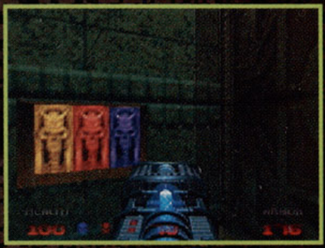
There is a gated section in the northeast corner of the courtyard along with three skull key icons embedded in the wall. Note the order of the colors of the icons as they appear from left to right. When exiting the courtyard, don't forget the Arachnotrons in the next room.



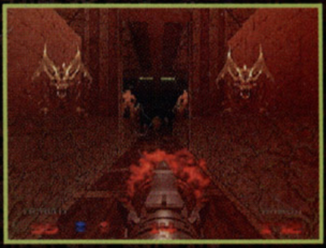


Head back down to the second floor and open the blue door. This is a short tower that has a Lost Soul inside (G). At the top of the tower is the Red Key, but when you get the key, you activate two crushing ceilings.

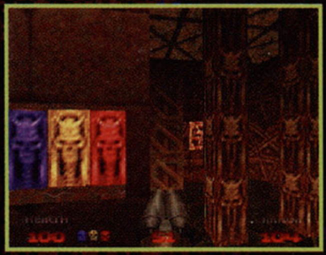
Go down to the ground floor to the north (H) and look at the keycards embedded in the wall. Make a note of the colors as they appear from left to right.



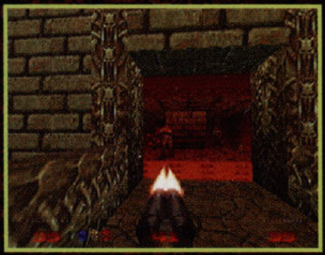
Return to the second floor, and open the red door to the south (I). Two Knights and two Shotgunners are inside. Use the rocket launcher to clear them out.



The Yellow Key is in this room (M), but you have to play a shell game before you can get it. You see the key, but when you get close it's replaced by a Baron. This happens three times, after which you can grab the key. Before leaving the room, make a note of the three keycards embedded in the wall (O) as they appear from left to right.

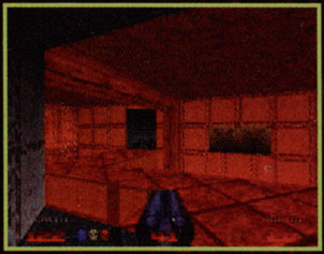


When you leave the room, be careful—Cacodemons have teleported into the courtyard.



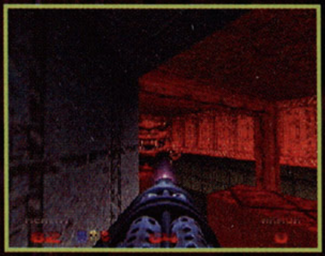
Head back to the fourth floor and go to the yellow gate (J). Open the gate and blast the Shotgunners in the room to the east (P). Run to the platform in the center and keep going—there is an illusion wall here with a teleporter behind it. Entering this teleporter takes you to the far east side and puts you on a pedestal with an Arachnotron (K). However, you kill the Arachnotron instantly by teleporting on it. A Supercharge and some rockets are on this ledge.

Go to the pedestal in the center of the room. Remember how you noted the appearance of the color keys embedded in the walls? Press the colored skulls in the order you saw them. Each time you press a sequence, go back to the corresponding gate where you saw that sequence. The gate should be open, enabling you to press the switch inside.

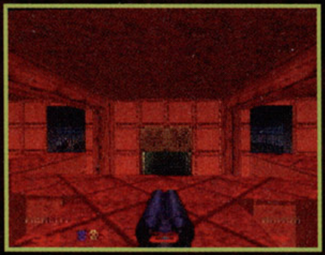


Go to the ground floor of the last room (L). While you're grabbing some of the items, three Arachnotrons teleport into the room. Blast them, then blast the two Knights in the recesses at the south end of the room. Take the elevator in the center up, and press the switch at the top. This turns the floor to blood and raises a catwalk.

Walk to the recesses where the Knights were and hit the switch inside each room. Then, carefully navigate the platforms to the inside of the center pillar and press the switch facing south. This makes the walls drop, and Cacodemons flood the room. Have the chaingun ready to gun them down.

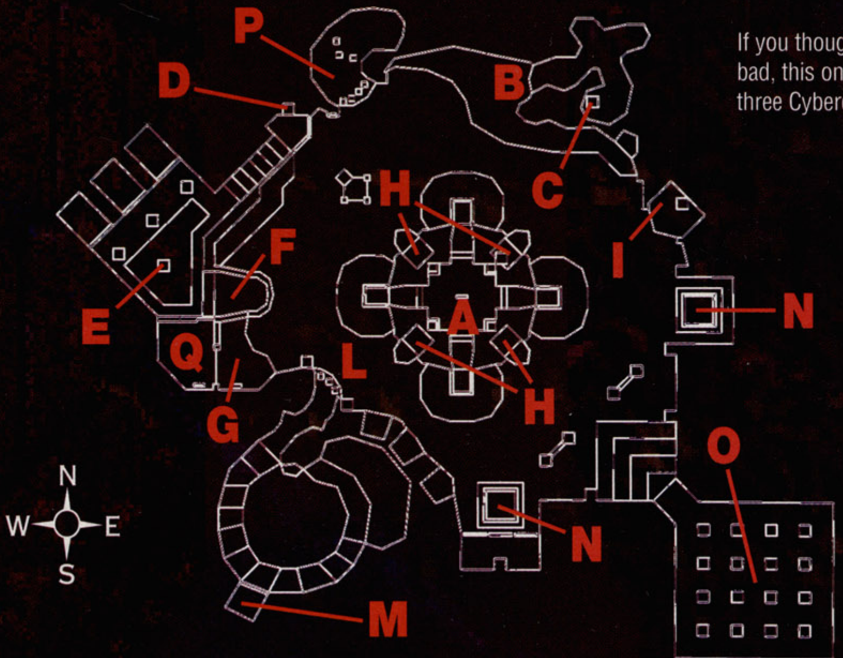


Stand on one of the two platforms in the northeast or northwest corners and run off onto the ledge below. Press the switch on the north wall to open a teleporter. This teleporter takes you back to the center pillar where you can navigate the ledges back to the entrance of the room.

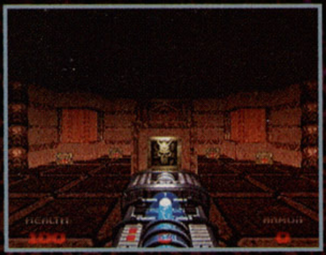


The exit to the stage is in the room to the south where you played the Yellow Key shell game.

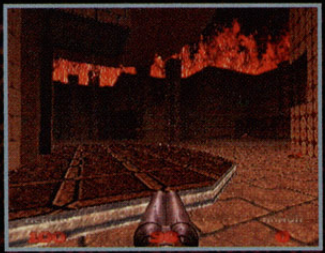
Level 24: NO ESCAPE



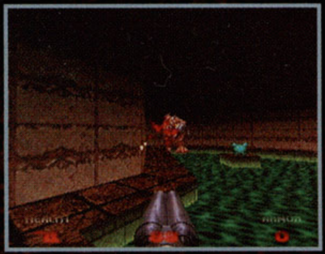
If you thought Level 17 was bad, this one pits you against three Cyberdemons!



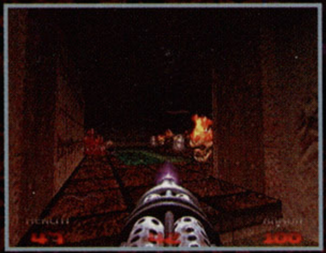
You start in a room with four doors facing a switch. Get the super shotgun ready, press the switch, and enter the door to your left.



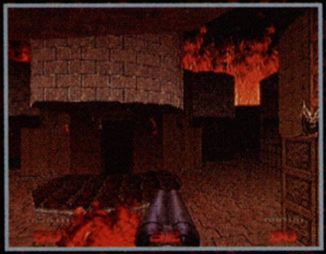
When you hit the ground, take off to the left and keep moving—several Nightmare Imps and a Cyberdemon are waiting. Run to the opening on the other side of the blood lake to the north (B). There are some Nightmare Imps in here. Take the teleporter at (C) to get to (D). Get off the teleport pad and run upstairs. There is a pool of toxic waste with an armor power-up on an island in the middle (E). There are also three barrels to your right, and a Mancubus awaits around the corner.



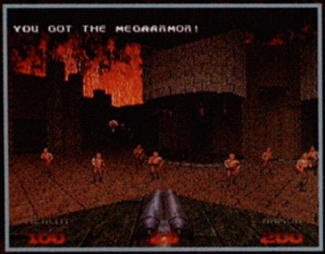
Shoot the Mancubus, then go to the wall opposite the start. Run, get the armor, and go halfway downstairs. When you grab the armor, three doors open to your left, letting Lost Souls into the room. From the stairway, shoot the barrels to help kill the Lost Souls.



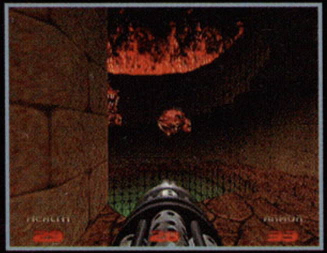
When the Lost Souls are gone, it's time to deal with the Cyberdemon. Go to the balcony (F), and ready the super shotgun. You're at head-level with the Cyberdemon, so he can't hit you with his rockets. Blast away at him until he explodes.



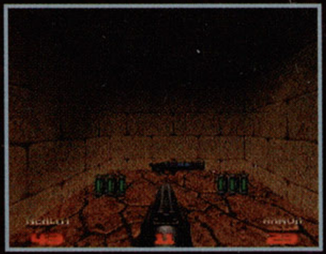
When the Cyberdemon's gone, jump to the ledge to the south (G), and press the switch. Head to the tower where you started the level (A). There are four enclaves (H) up high around the tower. Press on the ledges in front of these enclaves to activate the elevator. There is a switch in one of these that opens the gate at (L), and a teleporter that takes you to a platform (I) across the way. When you take the teleporter to (I), you'll see two boxes of rockets and a Mega-Armor. Grab the armor, then retreat back onto the teleporter pad because Shotgunners teleport in front of you.



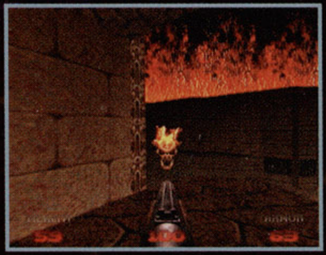
After wasting the Shotgunners, go to the gate that opened at (L). Three Pain Elementals are inside. Time to use the chaingun.



When they're dead, get the Supercharge. When you do, three Mancubuses appear on the ledge above you. Run back to the entrance and use the rocket launcher to nail them from a distance.

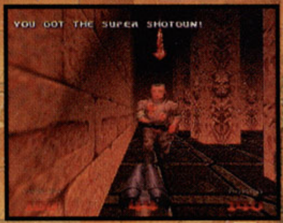


There is a hidden area along the wall that has a plasma rifle and several energy charge packs (M). You're going to need them for what's coming up.

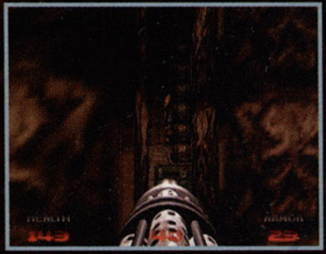


Go back to the main courtyard and blast the two Mancubuses riding the elevators to the south and to the east (N). When the last Mancubus dies, Nightmare Imps, Lost Souls, and more Mancubuses teleport into the area. A great hiding place is in one of the tower recesses. From here, you should be able to pick off the monsters.

Shotgunner Hell



There is a nasty trap in the room in the southeast corner of the level (O). Press the switch on the pillar in the north row, and a pillar in the southeast corner drops with a shotgun on top. When you grab the shotgun, several Shotgunners teleport into the room, and a barrier also seals you in the room. The only way to open the room is to kill all the Shotgunners.



There are two Cyberdemons left. They're in the cage to the north (P). Depending on your ammo supply, you can kill one or both of them through the cracks in the bars, using the shotgun, the chaingun, or the laser beam. Chances are, however, you'll have enough ammo to take out only one, so be sure to kill one, even if you use all your ammo. After killing one Demon, press the switch to the west (Q) to drop the bars on the cage with the Cyberdemons. There are also several boxes of rockets in there. Wait for the Cyberdemon to leave the cave, then double back and collect the rockets. This solves your ammo problem and gives you a fighting chance. The level ends only when the last Cyberdemon is destroyed.

THE FIGHTER'S EDGE

GAME-WINNING COMBOS & STRATEGIES

SOULBLADE

PlayStation **Conclusion**

In the final installment of Soul Blade, we reveal all the special moves and the best combos for the five remaining fighters. Plus—we tell you the secret code to play as the final end boss, Soul Blade, and we toss in all of his moves!

By Bruised Lee

Basic Skills

Here are some basic skills you should use during a fight.

3D Movement

In addition to guard blocking, characters can sidestep incoming moves. Tap ↓, ↑ to sidestep left, or tap ↓, ↓ to sidestep right.

Note: Players can even sidestep and attack. After you sidestep, tap any of the attack buttons.

Knockdown Attack

After you knock down an opponent, you can jump in for an extra hit. Tap (↑ HA) or (↑ VA) to further damage a downed opponent.

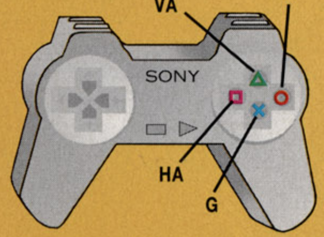
Critical Edge

Each fighter can perform a multi-hit super move. Performing this super move, however, drains half your weapon meter. Tap (HA VA K) to do the Critical Edge.

Weapons Clashing

If timed right, weapons can lock together during battle. When weapons are locked, tap any attack button repeatedly to counterattack.

Controller Legend



HA = Horizontal Attack
VA = Vertical Attack
G = Guard
K = Kick
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the buttons and directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Play As Soul Blade

PUSH
SOULEDGE
SOULEDGE

Soul Blade is a time-release hidden fighter similar to the hidden characters in Tekken 2's arcade version. To activate Soul Blade, leave the game running for approximately 18 hours. Soul Blade will be automatically added to the lineup of fighters. *GamePro*, however, doesn't recommend that you leave your PlayStation on for long periods of time unattended.

Special Moves

Charging Flip

Tap →, hold →, tap (HA VA)

Spinning Uppercut

Motion → ↓ ↘ VA

Power Dive

Tap (← HA VA)

Torpedo Charge

Motion ↓ ↙ ← VA, tap VA

Twin-Blade Grab

When in close, tap (HA G)

Behind Grab

When behind an opponent, tap (HA G) or (VA G)

Super Move

Tap (↙ HA VA)

Batter Up

When in close, tap (VA G)

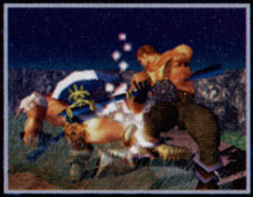
Charging Flip Kick

Tap →, hold →, tap (VA K)

Rock

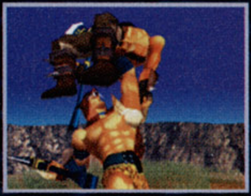
Special Moves

Leg Sweep



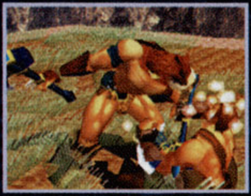
Tap (↓ K)

Overhead Throw



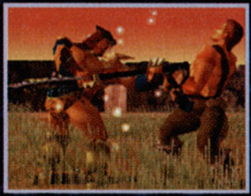
When in close, tap (HA G)

Thrust and Jump Attack



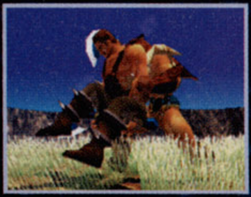
When in close, tap (VA G)

Quick Jab



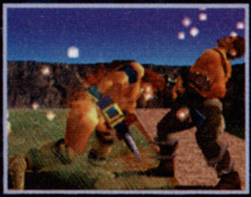
Tap (→ HA)

Behind Grab



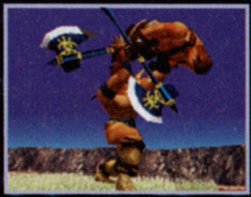
When behind an opponent, tap (HA G) or (VA G)

Grab Takedown



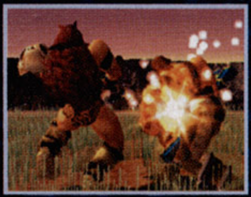
When in close, tap (← HA VA)

High Drop



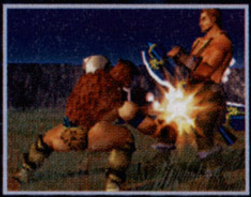
When in close, motion ↓ ↙ ← (VA G)

Spinning Axe



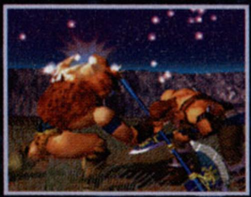
Tap (↘ HA)

Axe Stab



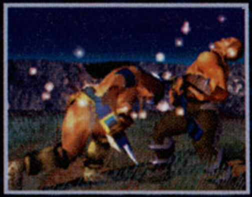
Tap (→ VA)

Overhead Attack



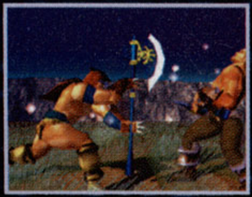
Tap (↓ VA)

Head-Butt



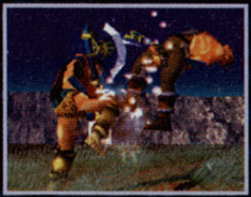
Tap (← VA)

Axe Thrust



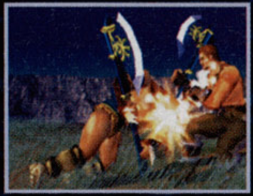
Tap →, hold →, tap VA

Knee Thrust



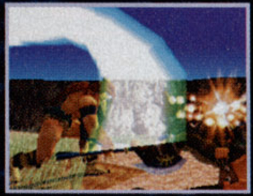
Tap (→ K)

Rock Charge



Tap →, hold →, tap K

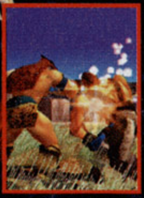
Super Move



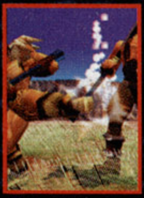
Motion ↓ ↘ → (VA K)

Killer Combos

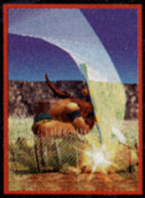
Three-Hit Spinning-Takedown Combo



Tap HA

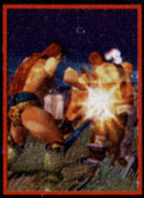


Tap K

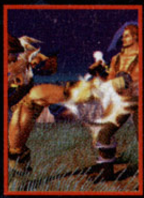


Tap (↑ VA)

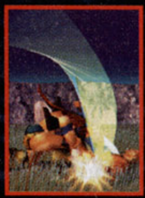
Three-Hit Standing Combo



Tap HA

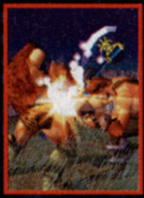


Tap K

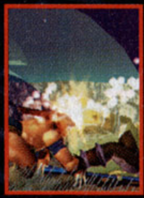


Tap (↑ HA)

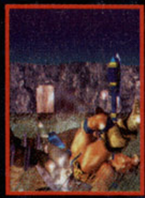
Three-Hit Power-Axe Combo



Tap →, hold →, tap HA

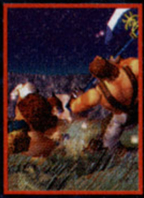


Tap VA

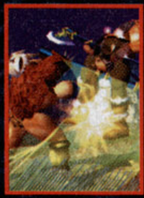


Tap (↑ K)

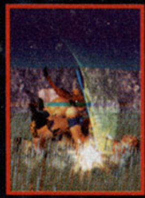
Three-Hit Low-to-High Combo



Hold ↓, tap HA

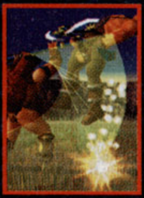


Tap VA

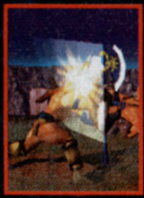


Tap (↑ VA)

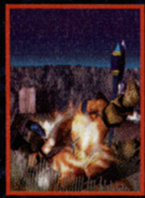
Three-Hit Juggle Combo



Tap (↘ VA)

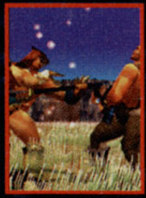


Tap →, (→ VA)

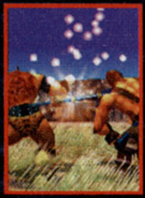


Tap (↑ K)

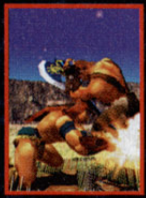
Four-Hit Axe-Sweeper Combo



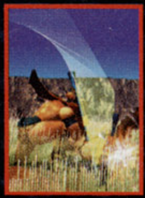
Tap (→ HA)



Tap HA



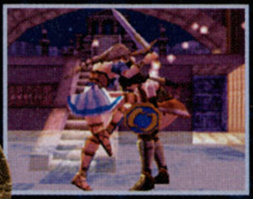
Tap HA



Tap (↑ VA)

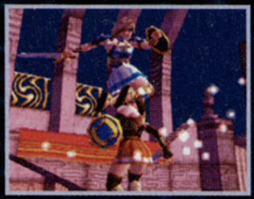
Special Moves

Charging Knee



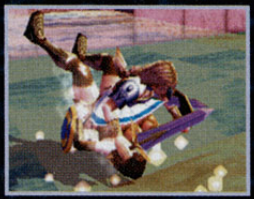
When in close, tap (HA G)

Neck Breaker



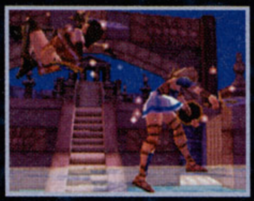
When in close, tap (VA G)

Neck Breaker to Back Flip



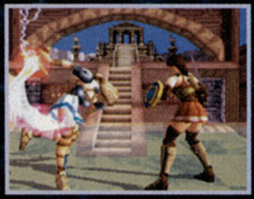
When in close, tap (VA G), (↓ HA VA K)

Behind Grab



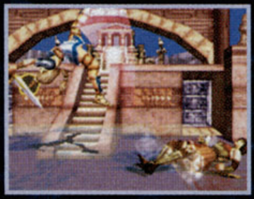
When behind an opponent, tap (HA G) or (VA G)

Super Move



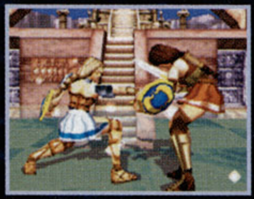
Tap ←, ←, (← HA), VA

Front Flip to Back Flip



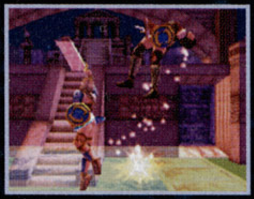
Tap (↗ K), K

Charging Stab



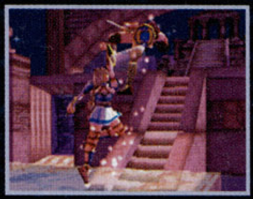
Motion ↓ ↘ → VA

Uppercut



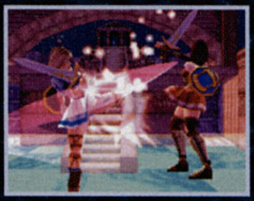
Motion → ↓ ↘ HA

Charging Uppercut



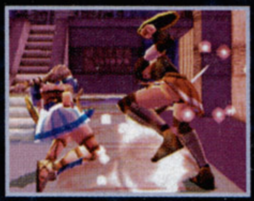
Motion → ↓ ↘ VA

Power Roundhouse



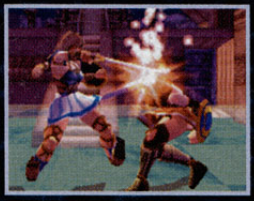
Tap (HA K)

Sweep Kick



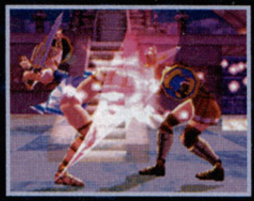
Tap (↓ K)

Backfist Attack



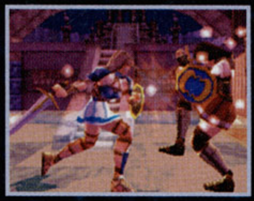
Tap (← HA)

Front Flip



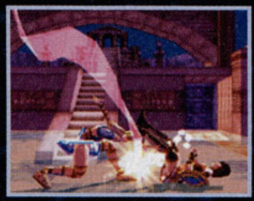
Tap (↗ K)

Overhead Swing



Tap (← VA)

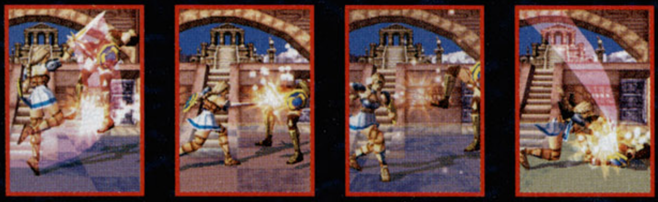
Front Flip to Stab



Tap (↗ K), VA

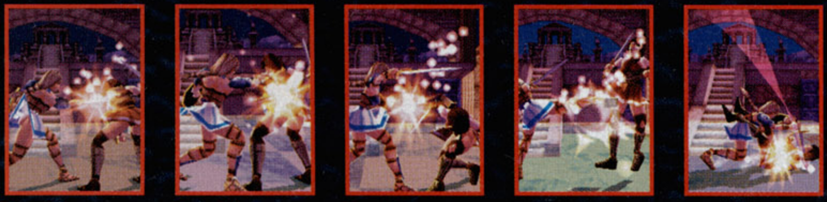
Killer Combos

Four-Hit Juggle Combo



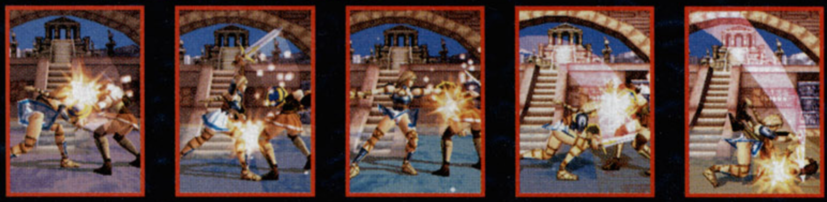
Tap (↘ VA) Tap HA Tap HA Tap (↑ VA)

Five-Hit Standing Combo



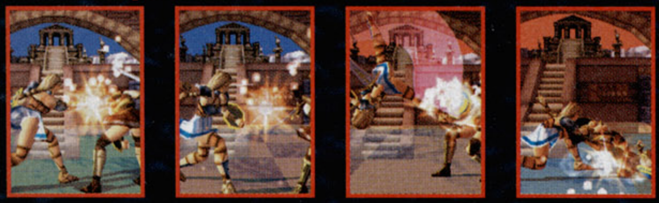
Tap HA Tap HA Tap HA Tap K Tap (↑ VA)

Five-Hit Overhead-Strike Combo



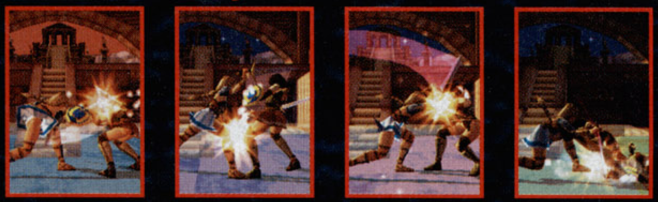
Tap VA Tap VA Tap HA Tap VA Tap (↑ VA)

Four-Hit Flip-Kick Combo



Tap HA Tap HA Tap K Tap (↑ VA)

Four-Hit Sword-Fury Combo



Tap VA Tap VA Tap VA Tap (↑ HA)

Special Moves

Spinning Knockdown

Tap (← HA)

Charging Stab

Tap (→ VA)

Stab Takedown

Tap (↙ VA)

Head-Butt

Tap (← VA)

Leaping Attack

Tap ←, hold ←, tap VA

Charging Kick

Tap →, hold →, tap K

Snap Kick

Motion ↓ ↘ → K

Power Roundhouse

Tap (HA K)

Forward Flip

Tap →, hold →, tap (HA VA)

Dashing Attack

Tap (↘ VA K)

Headache Grab

When in close, tap (HA G)

Cutting Edge

When in close, tap (VA G)

Acrobatic Enforcer

When in close, tap (↓ HA G)

Behind Grab

When behind an opponent, tap (HA G) or (VA G)

Super Move

Motion ↓ ↘ → VA

Killer Combos

Siegfried

Three-Hit Charging Combo

Tap ←, hold ←, tap VA

Tap VA

Tap (↑ HA)

Three-Hit Juggle Combo

Tap (↘ VA)

Tap HA

Tap (↑ VA)

Three-Hit Turnaround-Slice Combo

Tap VA

Tap (↓ HA)

Tap (↑ VA)

Four-Hit Slicing Combo

Tap VA

Tap VA

Tap VA

Tap (↑ HA)

Tap VA

Tap VA

Tap K

Tap (↑ HA)

Four-Hit Standing Combo

Tap HA

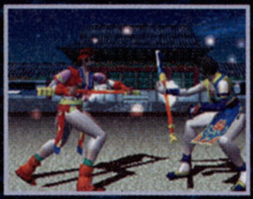
Tap HA

Tap VA

Tap (↑ HA)

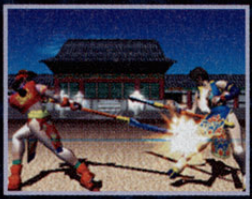
Special Moves

Staff Attack



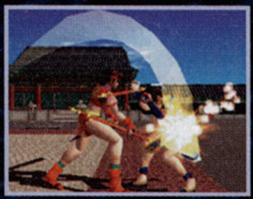
Tap (→ HA)

Turn-Away Attack



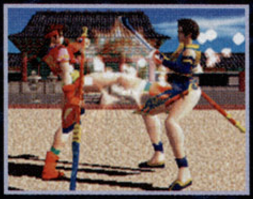
Tap (↙ HA)

Step-In Attack



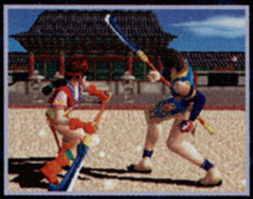
Tap (← VA)

Snap Kick



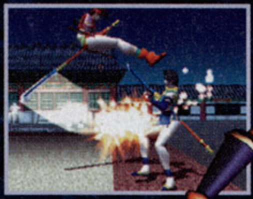
Tap (↘ K)

Sweep Kick



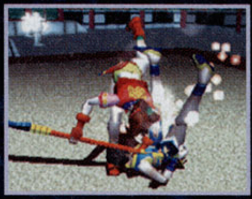
Tap (↙ K)

Forward Flip



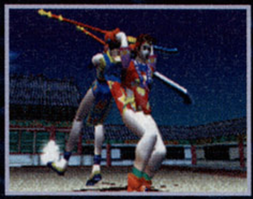
Tap (↗ VA K)

Leg Takedown



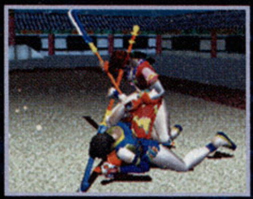
When in close, tap (HA G)

Overhead Throw



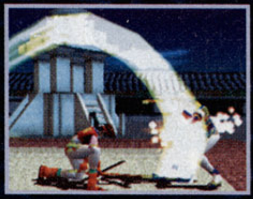
When in close, tap (VA G)

Behind Grab

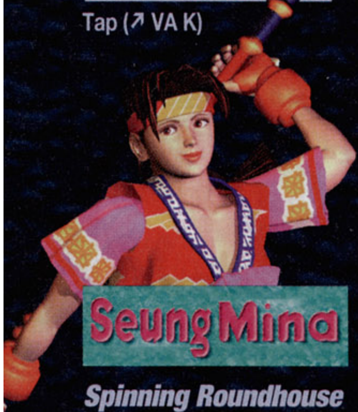


When behind an opponent, tap (HA G) or (VA G)

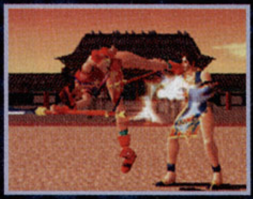
Super Move



Tap (↗ HA VA)

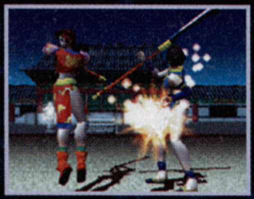


Fury Kick



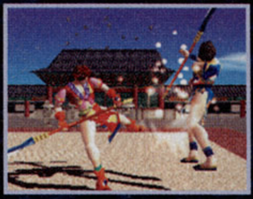
Tap ←, (→ K)

Upward Slice



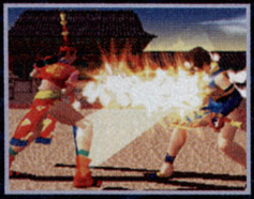
Tap (↑ HA VA)

Spinning Roundhouse



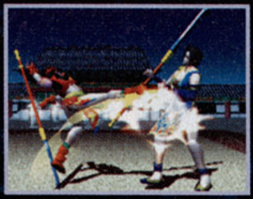
Tap (← K)

The Spinner



Tap (HA VA)

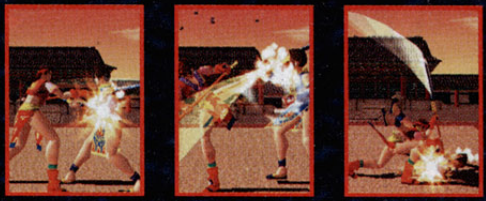
Vault Attack



Tap (VA K)

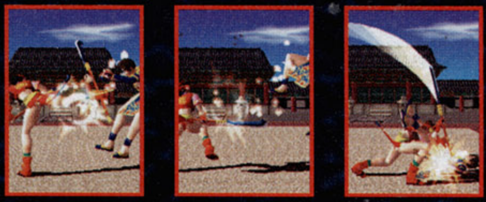
Killer Combos

Three-Hit Spinning-Roundhouse Combo



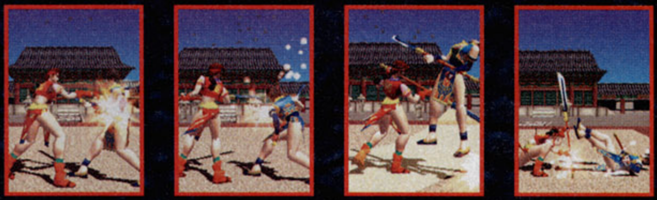
Tap HA | Tap K | Tap (↑ VA)

Three-Hit Flying-Kick Combo



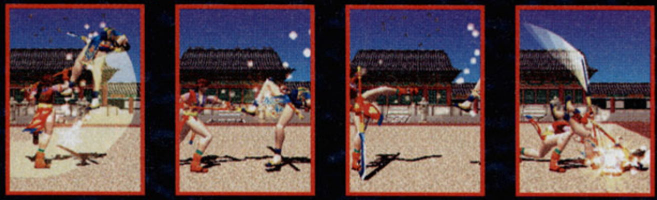
Tap →, hold →, tap K | Tap K | Tap (↑ VA)

Four-Hit Turnaround Juggle-Combo



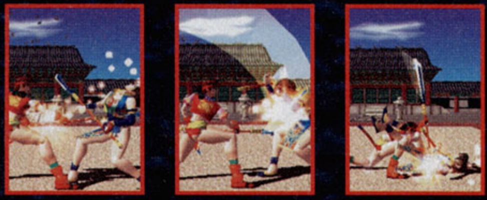
Tap HA | Tap HA | Tap VA | Tap (↑ HA)

Four-Hit Juggle Combo



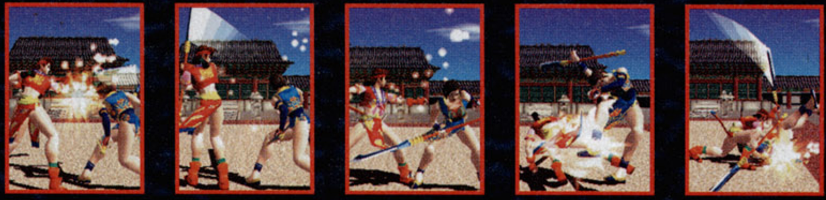
Tap (↘ VA) | Tap (→ HA) | Tap K | Tap (↗ HA)

Three-Hit Knockdown Combo



Tap (→ VA) | Tap VA | Tap (↑ VA)

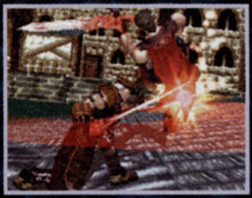
Five-Hit Sweep-Kick Combo



Tap HA | Tap HA | Tap HA | Tap (↓ K) | Tap (↑ VA)

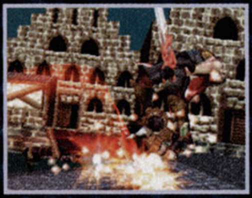
Special Moves

Low Takedown



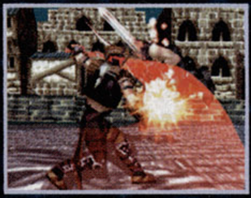
Tap (↙ HA)

Torpedo Attack



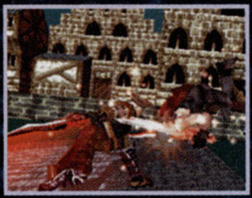
Motion ↓ ↙ ← HA, tap VA

Reverse Upward Attack



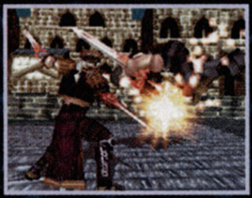
Tap ←, hold ←, tap VA

Overhead Swipe



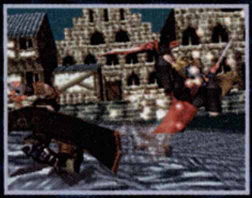
Tap (→ HA VA)

Low Swipe



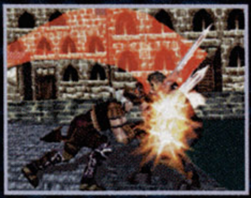
Tap (↘ HA VA)

Spinning Takedown



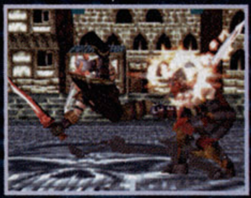
Tap (↙ HA K)

Forward-Flip Attack



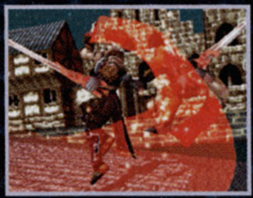
Tap →, hold →, tap (HA VA)

Charging Roll



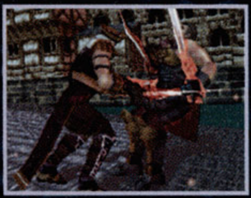
Tap →, hold →, tap (VA K)

Windmill Attack



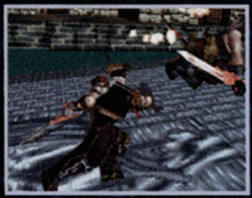
Motion → ↓ ↘ VA

Twin-Blade Grab



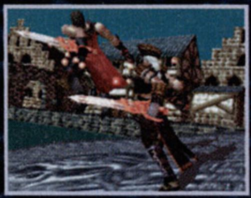
When in close, tap (HA G)

Batter Up



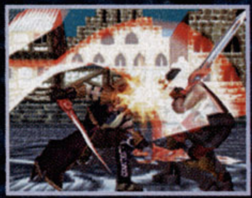
When in close, tap (VA G)

Behind Grab



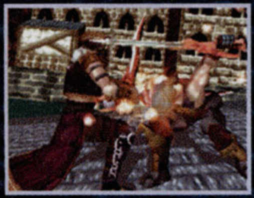
When behind an opponent, tap (HA G) or (VA G)

Super Move



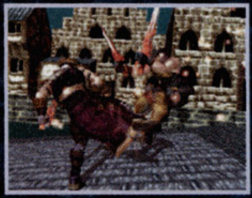
Tap (↙ HA VA)

Dual Stab



Tap →, hold →, tap VA

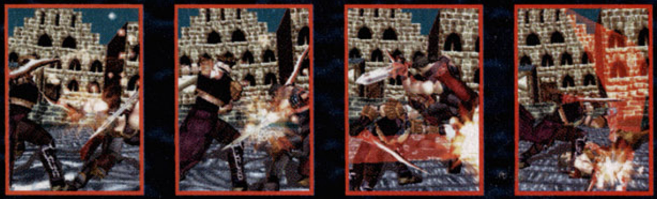
Charging Kick



Tap →, hold →, tap K

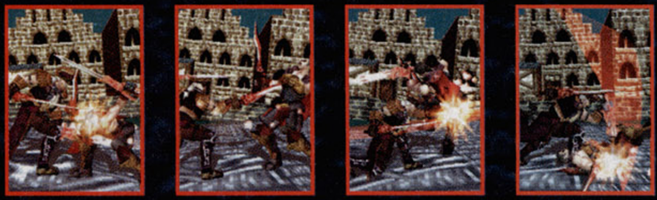
Killer Combos

Four-Hit Swinging-Madness Combo



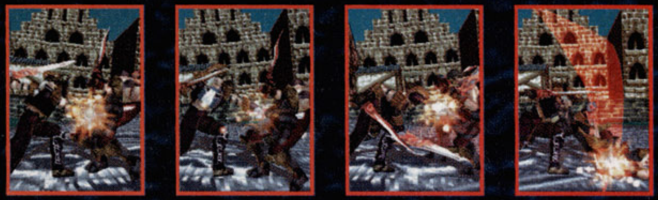
Tap HA
Tap HA
Tap (↓ HA)
Tap (↑ VA)

Four-Hit Reverse-Trip Combo



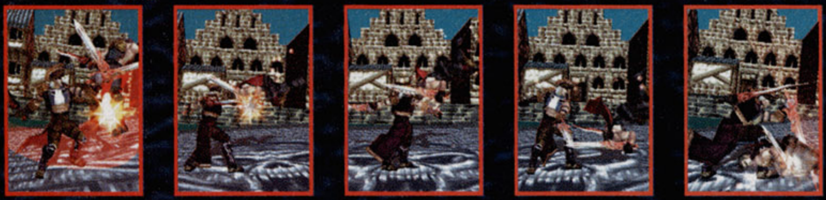
Tap VA
Tap VA
Tap (↓ HA)
Tap (↑ HA)

Four-Hit Slicing Combo



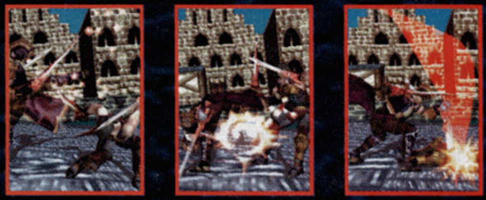
Tap (→ VA)
Tap VA
Tap VA
Tap (↑ VA)

Five-Hit Juggle Combo



Tap (↘ VA)
Tap HA
Tap HA
Tap HA
Tap (↑ VA)

Three-Hit Kick-Takedown Combo



Tap K
Tap (↘ K)
Tap (↑ VA)

SAMURAI SHODOWN IV
AMAKUSA'S REVENGE

By Major Mike

Methods of Mayhem

Rage Explosion
When the POW meter is maxed out and flashing, tap (LS MS SS)

Combo Slash
After the Rage Explosion, tap LS, MS, SS

Flash Attack
After the Rage Explosion, tap (MS SS K)

Taunt
Tap the Start button three times

Dodge Back Attack
Tap (LS MS) when close to opponent

Sidestep Attacks
Tap (LS MS)

Crouch Block Attack
Tap (MS SS)

Combo Slash
Tap (SS K)

Jab Attack
Motion ↓ ↙ ← → K

Pounce Jab
When an opponent is down, tap ↘, LS

Slash/Chivalry MOVES

Amakusa

Special Moves

Teleport

Teleport Advance
Motion ↓ ↘ → K

Teleport Retreat
Motion ↓ ↙ ← K

Flaming Skull Throw
Motion ↓ ↘ → S

Human Fireball

Hovering Fireball
Motion → ↓ ↘ S

Fireball Attack
During Hovering Fireball, tap any S

Fireball Cancel
During Hovering Fireball, tap K

Orb Throw
Motion ↓ ↙ ← S

Orb Shield
Motion → ↓ ↘ K

POW Move
Tap ←, →, ↓, (LS MS)

Basara

Special Moves

Head Stomp
During jump, tap ↓, K

Friendly Rip
Motion → ↓ ↘ S or K

Aerial Blade Attack
Motion ↓ ↘ → S

Teleport
Motion ↓ ↙ ← S or K

Aerial Blade Throw
During jump, motion ↓ ↘ → S

Electricity Ball
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

Charlotte

Special Moves

Power Gradation
Motion → ↓ ↘ S

Splash Fount
Press and hold →, and tap any Slash rapidly

Tri-Slash
Motion ↓ ↘ → S

Note: Hold the Slash button to delay the strike.

POW Move
Tap ←, →, ↓, (LS MS)

Gaira

Special Moves

Overhead Smash
During jump, tap ↓, S or K

Dashing Smash
Motion → ↓ ↘ S

Necklace Flail
Motion ↓ ↘ → S

Earthquake Pounce
Tap ↓, ↓, S or K

Takedown

Jumping Takedown
Motion ← ↓ ↙ LS

Mid-Level Takedown
Motion ← ↓ ↙ MS

Low Takedown
Motion ← ↓ ↙ SS

POW Move
Tap ←, →, ↓, (LS MS)

Galford

Special Moves

Plasma Blade
Motion ↓ ↘ → S

Teleport

Away from Opponent
Motion → ← ↙ ↓ ↘ → LS

Near Opponent
Motion → ← ↙ ↓ ↘ → MS

Drop From Above in Front of Opponent
Motion → ↘ ↓ ↙ ← (LS SS)

Drop From Above Behind Opponent
Motion → ↘ ↓ ↙ ← (MS K)

Counterattack From Above (In Front of Opponent)
When damaged, tap (LS SS)

Counterattack From Above (Behind Opponent)
When damaged, tap (MS K)

Dog Attacks

Charging Dog
Motion ↓ ↙ ← LS

Dog Takedown
Motion ↓ ↙ ← MS

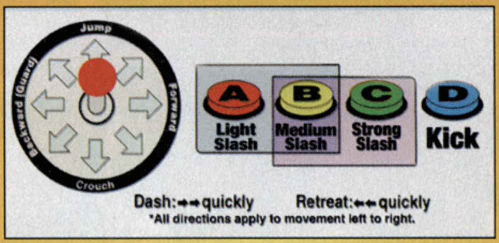
Dog Drop From Above
Motion ↓ ↙ ← SS

Bouncing Dog
Motion ↓ ↙ ← K

Air Throw
During jump with opponent, tap ↓, SS

POW Move
Tap ←, →, ↓, (LS MS)

Controller Legend



K = Kick S = Slash
LS = Light Slash MS = Medium Slash SS = Strong Slash

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

( ) = Execute commands in parentheses simultaneously.

POW Move = Designates a move that can only be done when your POW bar is maxed out and flashing.

Tap →, → = Dash toward opponent

Tap ←, ← = Retreat quickly from opponent

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any ← and → directions.

Genjuro

Special Moves

Toha Kouyokujin
Motion → ↓ ↘ S

Sanrensatsu (Kiba, Tsuno, Rin)
Motion ↓ ↘ → S

Note: You can repeat this move up to three times consecutively.

Oukazan
Motion ↓ ↙ ← S

Throw and Slash
Motion → ↓ ↘ K

Fierce Card Slash
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

Hanzo

Special Moves

Ground Flame
Motion ↓ ↙ ← S

Teleport

- ***Away From Opponent***
  Motion → ← ↙ ↓ ↘ → LS
- ***Near Opponent***
  Motion → ← ↙ ↓ ↘ → MS
- ***Drop Above Opponent***
  Motion → ↘ ↓ ↙ ← (LS SS)
- ***Ground Slash***
  Motion → ↘ ↓ ↙ ← (MS K)
- ***Counterattack Above Opponent***
  When damaged, tap (LS SS)
- ***Counterattack Below Opponent***
  When damaged, tap (MS K)

Jumping Throwing Star
During jump, motion ↓ ↘ → S

Spinning Piledriver
Motion → ↓ ↘ S

Air Throw
During jump with opponent, tap ↓, SS

POW Move
Tap ←, →, ↓, (LS MS)

Haohmaru

Special Moves

Secret Cyclone Slash
Motion ↓ ↘ → S

Shippu Kogetsuzan
Motion → ↓ ↘ S

Secret Earthquake Slice
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

Jubei

Special Moves

Geyser Thrust
Motion ↓ ↘ → S

Tsunami Sabre
Motion → ↓ ↘ S

Sabre Thrash
Press and hold →, and tap any Slash rapidly

POW Move
Tap ←, →, ↓, (LS MS)

Kazuki

Special Moves

Soul Burner
Motion ↓ ↘ → S or K

Exploding Death
Motion → ↓ ↘ S or K

Flames of Disaster
Motion ↓ ↙ ← S or K

Exploding Flames of Disaster
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

Kyoshiro

Special Moves

Flame Breath
Motion ← ↓ ↙ S

Twirling Blade
Motion → ↓ ↘ S

Frog Attack
Motion ↓ ↘ → K

Ground Water
Motion ↓ ↘ → S

Jumping Twirling Blade
During jump, tap ↓, S

Jumping Lion
Motion ↓ ↙ ← S

POW Move
Tap ←, →, ↓, (LS MS)

Nakoruru

Special Moves

Annu Mutsube
Motion ← ↙ ↓ S

Lela Mutsube
Motion ↓ ↘ → S or
motion → ↓ ↘ S

Kamui Risue
Motion ← ↓ ↙ S

With Mamaha

- ***Mamaha Attack***
  Motion ↓ ↙ ← S
- ***Hang On to Mamaha***
  Motion ↓ ↙ ← K
- ***Slash Attack***
  Tap LS or MS
- ***Downward Attack***
  Tap (LS MS)
- ***Get Off Mamaha***
  Tap K

Air Throw
During jump with opponent, tap SS

POW Move
Tap ←, →, ↓, (LS MS)

Rimururu

Special Moves

Icicle Blast
Motion ← ↓ ↙ S

Air Iceberg
During jump, tap ↓, S

Ground Ice Blast
Motion ↓ ↙ ← S

Freezing Iceball Throw
Motion ↓ ↘ → S

Rising Ice Flower
Motion → ↓ ↘ S

POW Move
Tap ←, →, ↓, (LS MS)

Shizumaru

Special Moves

Umbrella Spin
Motion ↓ ↙ ← S

Umbrella Throw
Motion ↓ ↘ → S

Umbrella Deflect
Motion ↓ ↘ → K

Sword Uppercut
Motion → ↓ ↘ S

POW Move
Tap ←, →, ↓, (LS MS)

Sogetsu

Special Moves

Moon Rise
Motion ↓ ↘ → S or K

Moon Glow
Motion → ↓ ↘ S

New Moon
Motion ↓ ↙ ← S

POW Move
Tap ←, →, ↓, (LS MS)

Tam Tam

Special Moves

Paguna Paguna
Press and hold →, and tap any Slash rapidly

Moora Gaboora

- ***Upper Moora Gaboora***
  Motion ↓ ↘ → LS
- ***Lower Moora Gaboora***
  Motion ↓ ↙ ← MS

Ahaooh Gaboora
Motion → ↓ ↘ S

Paguna Dios
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

Ukyo

Special Moves

Snowfall Slash
Motion ↓ ↙ ← S

Snowfall Kick
Motion ↓ ↙ ← K

Swallow Swipe
During jump, motion ↙ ↓ ↘ → S

Afterimage Attack
Motion ↓ ↘ → S

POW Move
Tap ←, →, ↓, (LS MS)

BUST/TREACHERY MOVES

AMAKUSA

Special Moves

Teleport

Teleport Advance
Motion ↓ ↘ → K

Teleport Retreat
Motion ↓ ↙ ← K

Black Ball Throw
Motion ↓ ↘ → S

Human Fireball

Hovering Fireball
Motion → ↓ ↘ S

Fireball Attack
During Hovering Fireball, tap any S

Fireball Cancel
During Hovering Fireball, tap K

Ground Teleport Explosion
Motion ↓ ↙ ← S

Spastic Slap
Motion → ↓ ↘ K

POW Move
Tap ←, →, ↓, (LS MS)

BASARA

Special Moves

Head Stomp
During jump, tap ↓, K

Teleport

Teleport Slash
Motion → ↓ ↘ S

Teleport
Motion ↓ ↙ ← S

Blade Air Throw
During jump, motion ↓ ↘ → S

Boomerang Blade Throw
Motion ↓ ↘ → S

Duplication Mirage
Motion ← ↓ ↙ S or K

POW Move
Tap ←, →, ↓, (LS MS)

CHARLOTTE

Special Moves

Power Gradation
Motion → ↓ ↘ S

Lion Lancer
Motion ↓ ↘ → K

Violette Lunge
Motion ↓ ↘ → S

POW Move
Tap ←, →, ↓, (LS MS)

GAIRA

Special Moves

Body Splash
During jump, tap ↓, S or K

Big Shout
Motion ↓ ↘ → S

Grab, Spin & Throw
Motion ↓ ↙ ← → S

POW Move
Tap ←, →, ↓, (LS MS)

GALFORD

Special Moves

Lightning Sword Strike

Mid Strike
Motion ↓ ↘ → LS

Low Strike
Motion ↓ ↘ → MS

Lightning Fury
Press and hold →, and tap any Slash rapidly

Teleport

Away From Opponent
Motion → ← ↙ ↓ ↘ → LS

Near Opponent
Motion → ← ↙ ↓ ↘ → MS

Drop From Above in Front of Opponent
Motion → ↘ ↓ ↙ ← (LS SS)

Drop From Above Behind Opponent
Motion → ↘ ↓ ↙ ← (MS K)

Counterattack From Above (In Front of Opponent)
When damaged, tap (LS SS)

Counterattack From Above (Behind Opponent)
When damaged, tap (MS K)

Spinning Piledriver
Motion → ↓ ↘ S

Charging Lightning Takedown
Motion ↓ ↘ → SS

Air Throw
During jump with opponent, tap ↓, SS

POW Move
Tap ←, →, ↓, (LS MS)

GENJURO

Special Moves

Toha Kouyokujin
Motion → ↓ ↘ S

Running Toha Kouyokujin
Motion ↓ ↘ → S

Oukazan
Motion ↓ ↙ ← S

Grab & Stab
Motion ↓ ↙ ← → S

Fierce Card Slash
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

HANZO

Special Moves

Ground Flame
Motion ↓ ↙ ← S

Teleport

Away From Opponent
Motion → ← ↙ ↓ ↘ → LS

Near Opponent
Motion → ← ↙ ↓ ↘ → MS

Mirror Image
Tap ↓, ↓, S

Screen Teleport
Motion ← ↓ ↙ S or K

Jumping Throwing Star
During jump, motion ↓ ↘ → S

Spinning Piledriver
Motion → ↓ ↘ S

Air Throw
During jump with opponent, tap ↓, SS

POW Move
Tap ←, →, ↓, (LS MS)

HAOHMARU

Special Moves

Cyclone Slash
Motion ↓ ↘ → S

Crescent Moon Slash
Motion → ↓ ↘ S

Running Crescent-Moon Slash
Motion → ↓ ↘ K

Upper Slash
Motion ↓ ↘ → K

Counter Slash
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

JUBEI

Special Moves

Geyser Thrust
Motion ↓ ↘ → S

Yagyu Shingantou

High Yagyu Shingantou
Motion ↓ ↙ ← SS

Mid Yagyu Shingantou
Motion ↓ ↙ ← MS

Low Yagyu Shingantou
Motion ↓ ↙ ← LS

POW Move
Tap ←, →, ↓, (LS MS)

KAZUKI

Special Moves

Flame Kick
Motion → ↓ ↘ S

Hades' Flame

Hades' Flame
Motion ↓ ↘ → LS

Demon Path
After Hades' Flame, motion ↓ ↘ → MS

Heaven's Glow
After Demon Path, motion ↓ ↘ → SS

Exploding Flames of Disaster
Motion ← ↓ ↙ S or K

POW Move
Tap ←, →, ↓, (LS MS)

KYOSHIRO

Special Moves

Flaming Dragons
Motion ↓ ↘ → S

Spinning Blade
Motion → ↓ ↘ S

Dashing Slash
Motion ↓ ↘ → K

Jumping Lion
Motion ↓ ↙ ← S

POW Move
Tap ←, →, ↓, (LS MS)

NAKORURU

Special Moves

Cape Smash
Motion ← ↓ ↙ S

Wolf Moves

Get on Wolf
Motion ↓ ↙ ← S

Low Wolf Charge
Motion ← ↙ ↓ S

High Wolf Charge
Motion → ↓ ↘ S

High Blade Attack
During High Wolf Charge, motion → ↓ ↘ S

Get off Wolf
Tap K

POW Move
Tap ←, →, ↓, (LS MS)

RIMURURU

Special Moves

Ice Sword Stab
Motion → ↓ ↘ S

Ground Ice Blast
Motion ↓ ↙ ← S

Ground Ice Ball
Motion ↓ ↘ → S

Multiple Icicle Blast
Press and hold →, and tap any Slash rapidly

POW Move
Tap ←, →, ↓, (LS MS)

SHIZUMARU

Special Moves

Pogo Head Stomp
During jump, tap ↓, S

Umbrella Throw
Motion ↓ ↘ → S

Sword Uppercut
Motion → ↓ ↘ S

POW Move
Tap ←, →, ↓, (LS MS)

SOGESTU

Special Moves

Moon of Death
During jump, motion ↓ ↙ ← S

Full Moon
During jump, motion → ↓ ↘ S

Water Ball
Motion ↓ ↘ → S

Moon Beam Blast
During jump, motion ↓ ↘ → S

POW Move
Tap ←, →, ↓, (LS MS)

TAM TAM

Special Moves

Gaboora Gaboora
Motion ↓ ↘ → SS

Skull Throw

High Skull Throw
Motion ↓ ↘ → LS

Low Skull Throw
Motion ↓ ↘ → MS

Paguna Dios
Motion ← ↓ ↙ S

POW Move
Tap ←, →, ↓, (LS MS)

UKYO

Special Moves

Power Pole Jab
Motion ↓ ↙ ← K

Snowfall Stab
Motion ↓ ↙ ← S

Swallow Swipe
During jump, motion ↙ ↓ ↘ → S

Power Sword Wave
Motion ↓ ↘ → S

POW Move
Tap ←, →, ↓, (LS MS)

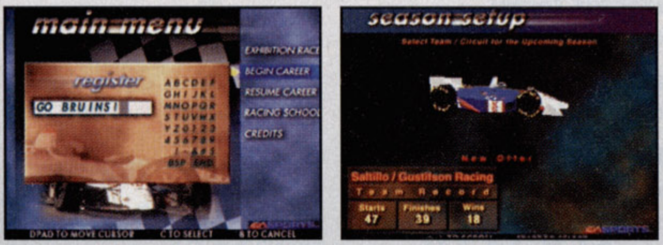
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Saturn

Andretti Racing

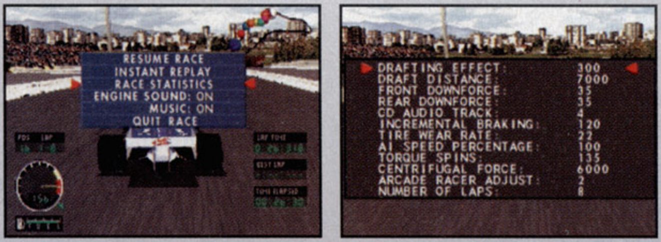
Car Selection, Game Parameters, and Other Cheats


main menu
register
GO BRUINS!
EXHIBITION RACE
BEGIN CAREER
RESUME CAREER
RACING SCHOOL
CREDITS
season setup
Saltillo / Gustilson Racing
Starts 47
Finishes 39
Wins 18

Car Selection Passwords: Start a career and enter the following passwords at the registry screen:

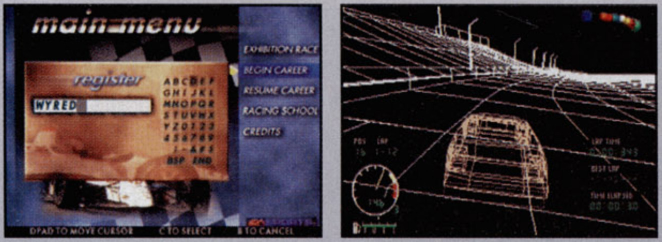
Indy Car selection cheat: `GO BRUINS!`

Stock Car selection cheat: `GO BEARS!`


RESUME RACE
INSTANT REPLAY
RACE STATISTICS
ENGINE SOUND: ON
MUSIC: ON
QUIT RACE

```
DRAFTING EFFECT:          300
DRAFT DISTANCE:           7000
FRONT DOWNFORCE:          35
REAR DOWNFORCE:           35
CD AUDIO TRACK:           4
INCREMENTAL BRAKING:      120
TIRE WEAR RATE:           22
AI SPEED PERCENTAGE:      100
TORQUE SPINS:             135
CENTRIFUGAL FORCE:        6000
ARCADE RACER ADJUST:      2
NUMBER OF LAPS:           8
```

Game Parameters Cheat: During gameplay, press Pause. Highlight Race Statistics, then **simultaneously press and hold R and C** to bring up the Parameters cheat menu.


main menu
register
WYRED
EXHIBITION RACE
BEGIN CAREER
RESUME CAREER
RACING SCHOOL
CREDITS

Other Cheats: At the registry screen, enter the following passwords:

Wire-frame mode: `WYRED`

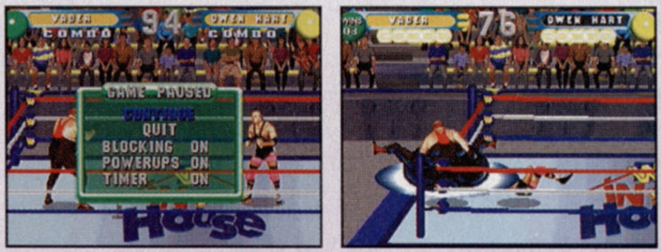
Phat car mode: `PHATCARS`

Press start car: `PRESSSTART`

PlayStation

WWF: In Your House

Turn On Combos, No Damage, and More


VADER
OWEN HART
COMBO
94
76
GAME PAUSED
CONTINUE
QUIT
BLOCKING ON
POWERUPS ON
TIMER ON
House

During gameplay, press Pause, then enter the following codes:

Turn off computer players: **Press Left, Left, Up, Down, R2.**

Big damage: **Press Up, Up, L1, L2, Down.**

Combos: **Press R1, L2, R2, L2, Right.**

Small human damage: **Press Down, Up, L2, Right, Left.**

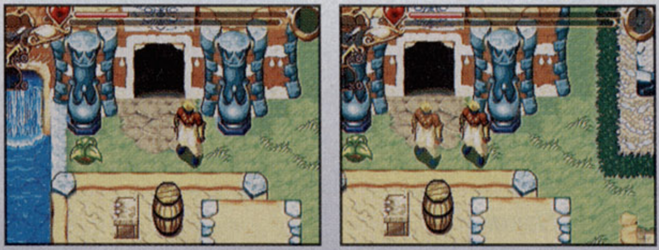
No human damage: **Press R2, L2, R2, L2, R1.**

Auto Super Pins: **Press Down, Down, Down, Down, L1.**

Saturn

The Legend of Oasis

Two-Player Mode

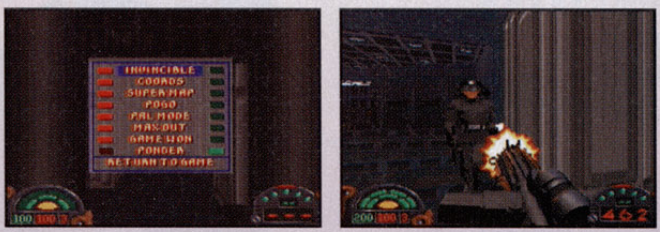


During gameplay, **press Z, press and hold X, then press L. Simultaneously release X and L** to access the two-player option.

PlayStation

Dark Forces

Cheat Menu

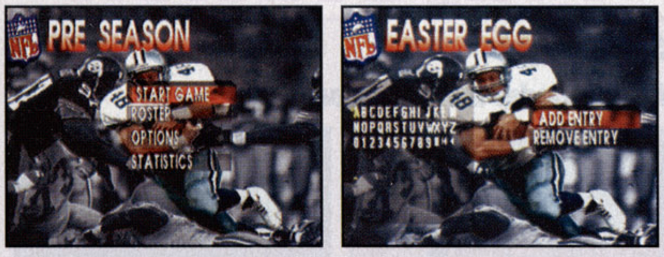

INVINCIBLE
COORDS
SUPER MAP
POGO
PAL MODE
MAX OUT
GAME WON
PONDER
RETURN TO GAME

During gameplay, **press Left**, ○, ×, **Right**, ○, ×, **Down**, ○, × to access the cheat menu.

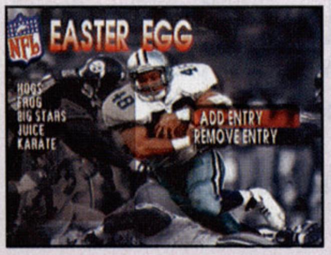
PlayStation

NFL GameDay '97

Easter Eggs



At the Options menu, **press L1, R1, L2, R2** to access the Easter Egg screen.



Enter any of the following passwords for these special abilities:

Receivers have no hands on blast hits, injuries up: **ASSASSIN**

Explosion on severe hits: **ATOMIC BOMB**

Strong passing arm: **BAZOOKA**

Huge cheerleaders: **BIG GIRLS**

Superstars are extra large: **BIG STARS**

More time to pop a receiver and get the ball out: **BLASTERS**

Ref doesn't call pass interference or personal fouls: **BLIND REF**

Strong winds in the snow: **BLIZZARD**

Shoulder charge is juiced: **BO KNOWS**

Frequent injuries: **BRITTLE**

Quarterback has increased accuracy, but slower foot speed: **BROADWAY JOE**

More penalties called: **BUSY REF**

Defensive charge and hits are high: **BUTKAS**

Show credits: **CREDITS**

Louder football noises: **CRUNCHY**

Lights out during night game: **DARK NIGHT**

Better defense: **DEFENSE**

Field-goal range increases: **DEMPSEY**

Spins are more effective: **DERVISH**

Reduces injuries: **DOC**

Players twitch: **ELECTRIC FB**

All players are almost equal: **EQUALIZER**

Tiny players and squeaky sound effects: **FLEA CIRCUS**

Jumbo-sized players: **FRIDGE**

Jump high: **FROG**

Players move faster: **GB SPEED**

Hidden difficulty level: **GD CHALLENGE**

CPU remembers 30 plays: **GENIUS**

Receivers have great hands: **GLOVES**

Huge players and weird sound effects: **GOLIATH**

Punts are slower: **HANG TIME**

Forearm shiver is juiced: **HATCHET**

Offensive line blocks better: **HOGS**

No pass interference or personal fouls called on home team: **HOME COOKING**

Players slide along field: **ICE SKATES**

CPU makes bad decisions: **IDIOT**

Ball pops out of receivers' hands like in original GameDay: **INFAMOUS POP UPS**

One-handed catches tip off a lot: **JUGGLER**

Hyper-speed bursts: **JUICE**

Stiff arm, forearm, and swim juiced with no recharge: **KARATE**

Fumbles are more frequent: **KRAIG**

Dives are farther: **LONG JUMP**

Loud PA announcer: **LOUD MOUTH**

Offensive line at disadvantage: **MANDARICH**

Game clock doesn't run: **NO TIME**

Swim moves juiced: **NYSE**

Defenders dive from far away: **OFFENSE**

Big hits, high flip hits: **OUCH**

Blocks resolve quickly: **PANCAKE**

Jostling increased: **PINBALL**

Jackhammer of a stiff arm: **PISTON**

Defensive jump is higher: **REJECTION**

Defenders dive from very far away: **SAYERS**

QBs get speed boost: **SCRAMBLER**

Loud crowd buzz: **SHOUT**

Game speed is slower: **SLO MO**

Strong winds in the rain: **SQUALL**

Special moves recover faster: **STEROIDS**

High one-handed catches: **STRETCH**

Darkness during rain setting: **TEMPEST**

Receivers are tightly covered: **TIGHT COVER**

Bad pass coverage: **TOAST**

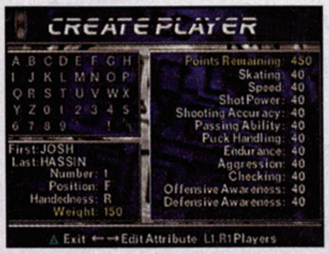
Quarterback lobs passes: **TORRETA**

Strong winds during windy conditions: **TWISTER**

PlayStation

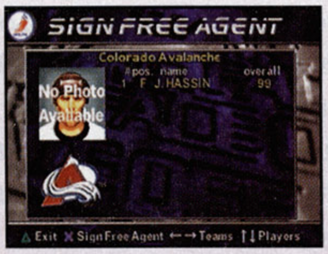
NHL Faceoff '97

Hidden Players


CREATE PLAYER
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z 0 1 2 3 4 5
6 7 8 9 ! ,
△ Exit ←→ Edit Attribute L1,R1 Players

First: JOSH
Last: HASSIN
Number: 1
Position: F
Handedness: R
Weight: 150

Points Remaining: 450
Skating: 40
Speed: 40
Shot Power: 40
Shooting Accuracy: 40
Passing Ability: 40
Puck Handling: 40
Endurance: 40
Aggression: 40
Checking: 40
Offensive Awareness: 40
Defensive Awareness: 40

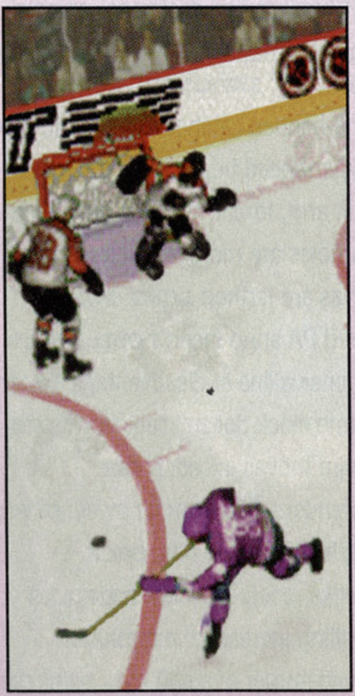

SIGN FREE AGENT
No Photo Available
△ Exit ✕ Sign Free Agent ←→ Teams ↑↓ Players

Colorado Avalanche

#	pos.	name	overall
1	F	J. HASSIN	99

At the Create Player screen, enter the following names:

Raja Altenhoff
Tom Braski
Craig Broadbooks
Peter Dille
Josh Hassin
Jody Kelsey
Tawn Kramer
Craig Ostrander
Kelly Ryan
Alan Scales
Chris Whaley



Enter 1 for the player number, F for their position, 150 for their weight, R for their handedness, and leave all the other numbers the same. When you go to the Sign Free Agent screen, you'll notice that their overall abilities are 99.

Genesis

Vectorman 2

Refill Energy

Pause
2:33
410

Pause the game at any time and **press B, A, B, A, Left, Up, Up** to refill Vectorman's energy supply.

PlayStation

SlamScape

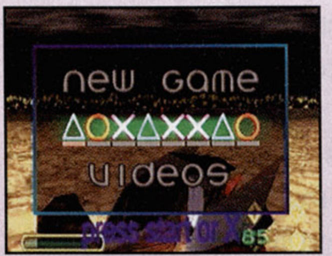
Hidden Codes and Passwords

During gameplay, enter the following button presses:

Invincibility: **Press and hold Select, then press □, □, ○, ○, □, □, △.**

Full weapons power-up: **Press and hold Select, then press Left, □, Right, ○, Up, △.**

Passwords


new Game
△○×△××△○
videos
press start or X 85

endless bummer

Enter the following at the password screen:

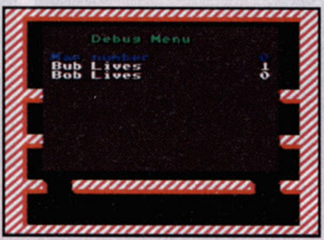
Level 2 – Uraniumania: × × × △ ○ × □ △
Level 3 – Repsychler: □ ○ □ □ △ ○ △ △
Level 4 – Endless Bummer: □ ○ □ × △ △ □ ×
Level 5 – Viva Los Vagrantes: ○ △ × △ × □ □ △
Hidden Movie: □ □ × □ □ △ ○ □
Art Level: △ ○ × △ × × △ ○
Credits: ○ ○ ○ □ ○ × × △
Game Over/Win: ○ ○ ○ △ × × △ ○
Game Over/Lose: ○ ○ ○ ○ △ ○ × ○
Quit: ○ ○ ○ △ △ ○ × □
Uraniumania movie: ○ ○ ○ △ △ △ □ △
Repsychler movie: ○ ○ ○ × △ × □
Endless Bummer movie: ○ ○ ○ □ □ △ △ ×
Viva Los Vagrantes movie: ○ ○ ○ × × × □ □

PlayStation

Bubble Bobble Also Featuring Rainbow Islands

Debug Menu

BUBBLE BOBBLE
TAITO
© TAITO CORPORATION 1986
ALL RIGHTS RESERVED



At the game-select screen, pick Bubble Bobble. Then, at the Bubble Bobble title screen, **press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down.** You'll hear a chime. Start a game and **press R2** at any time. This brings up a debug menu that lets you warp to any level and increases your lives. **Press L2** to exit the debug menu.

Saturn

Command & Conquer

Nuclear Bomb, Ion Cannon, and Air Strike

Enter the following codes during gameplay, not while the game is paused:

Nuclear Bomb: **Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A.**

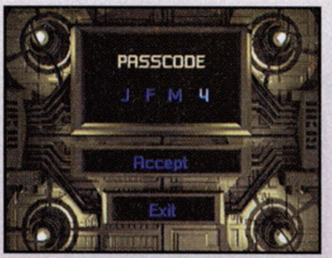
Ion Cannon: **Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B.**

Air Strike: **Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C.**

PlayStation

Crusader: No Remorse

Level Passwords



Level 2: **FWQP**

Level 3: **PLRQ**

Level 4: **SZNF**

Level 5: **TD5S**

Level 6: **J1BT**

Level 7: **K2CV**

Level 8: **N3DW**

Level 9: **4FX**

Level 10: **X5GZ**

Level 11: **C6HO**

Level 12: **D7J1**

Level 13: **F8K2**

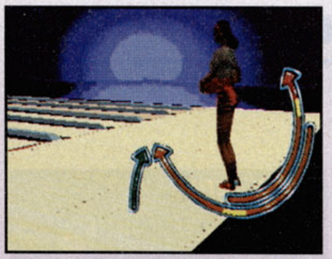
Level 14: **FGL3**

Level 15: **JFM4**

PlayStation

Ten Pin Alley

Taunts



In Team Play mode, during your opponent's approach, **simultaneously press and hold L1, L2, R1, and R2. Keep the buttons held and press any of the following buttons** to taunt your opponent:

Choke: **Press △.**

Loser: **Press □.**

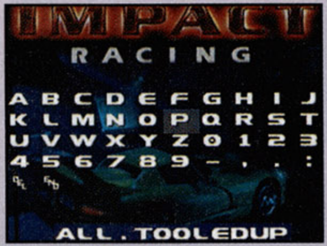
You suck: **Press ×.**

Miss: **Press ○.**

PlayStation/ Saturn

Impact Racing

Passwords for Invincibility, Ammo, and More



Enter the following passwords at the Password screen to access these power-ups:

Invincibility: **I.AM.IMORTAL**

Unlimited ammo: **LOADSOFSTUFF**

All weapons: **ALL.TOOLEDUP**

Six bonus tracks: **BONUS.LEVELS**

Final level: **ENDGAMELEVEL**

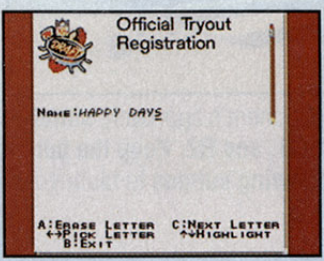
Level select: **RABBITBADGER**

Weird music: **JOURNEYS.END**

Genesis

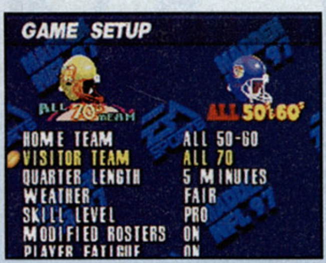
Madden '97

Hidden Teams



Official Tryout Registration

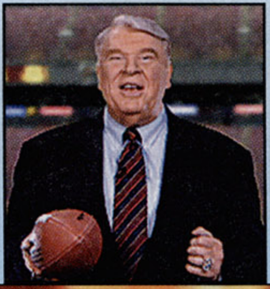
Name: HAPPY DAYS



GAME SETUP

HOME TEAM ALL 50-60
VISITOR TEAM ALL 70
QUARTER LENGTH 5 MINUTES
WEATHER FAIR
SKILL LEVEL PRO
MODIFIED ROSTERS ON
PLAYER FATIGUE ON

At the create-a-player screen, create players with the following names to access hidden teams or a special ability:



All-70s team: **DISCO**

All-50s team: **HAPPY DAYS**

All-80s team: **NEW WAVE**

All-time all-Madden team: **BOOM**

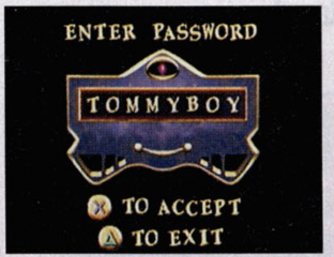
EA Sports team: **ITSINTHEGAME**

Bypasses salary-cap restriction: **OVERPAID**

PlayStation

Pandemonium

Power-Up Passwords



At the Password screen, enter the following words to access various power-ups:

Enemies come back to life: **EVILDEAD**

Allows you to rotate the screen by **holding L1 and L2,** then moving the directional pad from **right to left. Press Down** to re-center screen: **TWISTEYE**

Allows you to quit in the middle of levels and choose to restart, or move on to another level without sending you back to the main screen: **INANDOUT**

Change your body shape by **holding L2 and pressing** ○. Turn your body to its original shape by **pressing L2 and** ×: **THETHING**

Makes you invincible: **HARDBODY**

Change characters in mid-game: **BODYSWAP**

Once you get a weapon you won't lose it unless you switch weapons: **OTTOFIRE**

Gives you 31 lives: **VITAMINS**

Finish a level to play bonus game filled with power-ups: **TOMMYBOY**

Finish a level to visit fast-paced bonus area: **CASHDASH**

Allows you to visit any world you want: **BORNFREE**

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* T-shirt! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

E-mail us your tips and tricks through America Online
or at this Internet address:
swat.gamepro@gamepro.com

GAMEPRO Advertising Sales Offices

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

(For advertising sales calls only, please.)

V P/Associate Publisher

Cynthia Sandor
TEL: (415) 349-4300
csandor@gamepro.com

Josie Dollente
Sales Associate

TEL: (415) 286-2560
FAX: (415) 349-1598
jdollente@gamepro.com

Marketing Director

Elaine Starling
TEL: (415) 286-2590
estarling@gamepro.com

Erin Gaffaney
Marketing Manager
TEL: (415) 286-2598
egaffaney@gamepro.com

Sara Wood
Marketing/Advertising
Coordinator

TEL: (415) 286-2516
FAX: (415) 349-1598
swood@gamepro.com

West Coast

Craig D. Lee
Regional Manager
TEL: (415) 286-2583
FAX: (415) 349-1598
clee@gamepro.com

Midwest/East Coast

Karen Keavey
Regional Manager
100 Park Avenue
16th Floor, #1627
New York, NY 10017

TEL: (212) 880-6470
FAX: (212) 880-6442
kkeavey@gamepro.com

List Rentals: Amy Nibbi
(415) 286-2507

Reprints: Erin Gaffeney
(415) 286-2598

Subscription Questions:
Please write to:
P.O. Box 55527
Boulder, CO 80322-5527

951 Mariner's Island Blvd. Suite 700
San Mateo, CA 94404

INDEX OF ADVERTISERS

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

Acclaim Entertainment, Inc. 7, 74, 75
ACT Laboratory Ltd 73
Babbages, Etc. 23
Chips & Bits, Inc. 103
Electronic Arts 78, 79
Funco, Inc 105
Game Express, Inc 107
GT Interactive Software 4, 5
Interact Accessories, Inc . . . . 136, 3rd Cover
Interplay Productions 26, 27, 45, 47, 54, 55, 98, 99
Jaleco USA, Inc. 85
Konami America, Inc. 25
LucasArts Entertainment Company 61, 62, 63
Midway Home Entertainment, Inc . . . . 4th Cover, 6, 11
Movies and Games 4 Sale 67
Nintendo of America, Inc . . . . . 2nd Cover, 1
Origin Systems, Inc 14, 15
Playmates Interactive Entertainment . . . 21, 29, 34, 35
Psygnosis, Inc. 48, 49, 71
Sega of America 13, 18, 19
Sony Computer Entertainment 2, 3
T•HQ, Inc 91
Twentieth Century Fox Home Interactive Entertainment, Inc. 8, 9
Video Game Discounters 109
Virgin Interactive Entertainment, Inc. 39, 40, 41, 81, 87
Working Designs 89

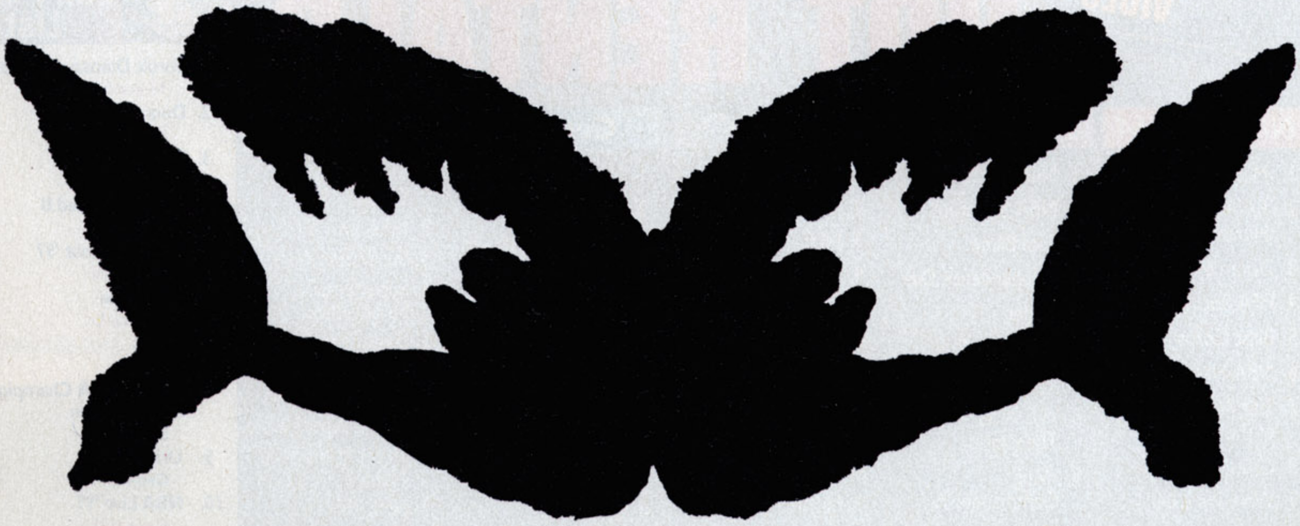
BLOCKBUSTER VIDEO® May HOT RENTALS

	Nintendo 64	PlayStation	Saturn	Genesis	Super NES
1.	Mario Kart 64	Need for Speed II	Tomb Raider	NBA Live '97	Donkey Kong Country 3
2.	Turok: Dinosaur Hunter	NBA Shootout '97	Die Hard Trilogy	NHL '97	NBA Live '97
3.	Doom 64	Soul Blade	NHL '97	Sonic 3D Blast	Super Star Wars
4.	FIFA Soccer 64	Independence Day	Road Rash	NBA Hang Time	Super Empire Strikes Back
5.	Blast Corps	Spider	Sonic 3D Blast	Bass Masters Classic Pro Edition	Super Return of the Jedi
6.	NBA Hang Time	Mega Man 8	Daytona USA Championship Circuit Edition	Road Rash 3	Super Mario Kart
7.	Star Wars: Shadows of the Empire	Test Drive: Off-Road	World Series Baseball II	Scooby Doo	Marvel Super Heroes
8.	Cruis'n USA	WCW vs The World	Virtua Cop 2	Urban Strike	Street Fighter Alpha 2
9.	Wave Race 64	Wing Commander IV	Nights	Separation Anxiety	NHL '97
10.	Super Mario 64	3D Baseball	Fighting Vipers	Simpsons' Virtual Bart	NBA Hang Time

Scary Larry's Can't Miss List

1. **Turok: Dinosaur Hunter**
   Nintendo 64
2. **Doom 64**
   Nintendo 64
3. **Blast Corps**
   Nintendo 64
4. **Need for Speed II**
   PlayStation
5. **NBA Shootout '97**
   PlayStation
6. **Soul Blade**
   PlayStation
7. **Nights**
   Saturn
8. **Daytona USA Championship Circuit Edition**
   Saturn
9. **Urban Strike**
   Genesis
10. **NBA Live '97**
    Super NES

STOP
THE
INSANITY



Seeing spots?

Maybe the game you're playing is driving you nuts.

Imagine the countless hours of expensive therapy that could be avoided if you just use the **Game Shark** to help ease you through those tough times.

The **Game Shark** turns any title into a mind-bending programmable gaming experience with options like **endless ammo, infinite health, extra vehicles** and many more. You'll never need to strain your brain because the **Game Shark** has enough pre-programmed codes to fill a loony bin.

The **Game Shark** also provides you with space for thousands of additional codes, so the only thing you'll ever outgrow is your straitjacket.

Overpower the hottest games and revive the old ones.

GAME SHARK
ENHANCER
PlayStation
INTERACT

PlayStation Game Shark
AVAILABLE NOW

GAME SHARK
ENHANCER
SEGA SATURN
INTERACT

Sega Saturn Game Shark
AVAILABLE NOW

Nintendo 64 Game Shark
COMING SOON

Game Shark.

You'd be crazy not to.

GAME SHARK™

www.gameshark.com

INTERACT GAME PRODUCTS
Interact Accessories, Inc.
A **Recoton**™ COMPANY
www.interact-acc.com

Game Shark HOTLINE
FOR THE LATEST CODES:
1-900-773-SHARK
Call costs $1.29 per minute.
Must be at least 18 years of age
or have parent's permission to call.

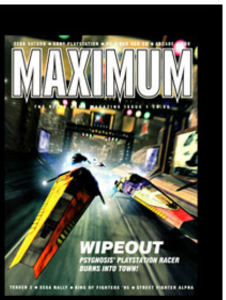
War Gods™
Coming in May.
[honest]
MIDWAY
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

Wargods™1996 Midway Games Inc. All rights reserved. Wargods, Midway® and all character names are trademarks of Midway Games Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc.

computer and video games
YOSHI'S STORY

SEGA VISIONS
Sonic 3

Club Nintendo
GAME BOY


MAXIMUM
WIPEOUT

MEAN MACHINES

SEGA CHALLENGE
AFTER BURNER

TURBO FORCE
TURBO DUO!!!

RETROMAGS

Our goal is to preserve classic videogame magazines
from years gone by, before they are lost forever.

Thanks goes out to everyone who makes this possible.
Starting with the original writers and editors,
to all the people involved in acquiring and
digitizing these magazines.

People interested in helping us out,
in whichever way possible.
Either by donating magazines, scanning,
editing or helping in the distribution,
visit us at www.retromags.com

We are only interested in preserving magazines
which are at least 5 years out of print.

We have no desire, nor intent to profit
from these scans in any way.

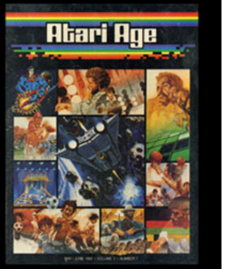
So please,
if you come across people trying
to sell these releases,

DO NOT SUPPORT THEM!

THANK YOU

NINTENDO POWER
METROID

ELECTRONIC GAMING MONTHLY



GAMEPRO
Street Fighter Alpha

Dreamcast
SHENMUE

SEGA SATURN
Nights